Call of Cthulhu®

Arkham

Arkham Unveiled™

Mike Mason, Keith Herber, Bret Kramer

Chaosium Inc.®

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DEDICATION

For my Father. It was he who took me to those early movies that gave me so many nightmares.
—Keith Herber (1991)

Mike Mason dedicates this new 2023 (fourth) edition to the memory of Keith Herber.

Clear Credit

The primary author of the previous editions of "Chaosium's Arkham" was Keith "Doc" Herber, with editorial by Lynn Willis. Much of the material in this book was first created (for *Call of Cthulhu*) by Keith Herber in *Arkham Unveiled* (1990), later issued in reduced form without scenarios (cutting the page count down from 160 to 90 pages) as *The Compact Arkham Unveiled* (1993), and then republished in a third edition (expanding the content up to 248 pages) as *H. P. Lovecraft's Arkham* (2003). In the first and third editions, additional material was supplied variably by Mark Morrison, Richard Watts, John B. Monroe, Mervyn Boyd, and Lynn Willis (as L. N. Isynwill) who also undertook editorial development in all of the first three editions.

Mike Mason devised, wrote, revised, and developed this (fourth) edition of "Chaosium's Arkham," developing and creating all the new and expanded content, including the majority of non-player characters' (NPC) and location descriptions, as well as various tomes and their authors, including Diatab's *Arricurals of Passing,* Hudson Bains' *Catechisms of Sorrow, Schwarzes Buch von Costernulus,* Judith Renforth's *Renforth Papers,* and Deelia Bishop's *Tales of the Old Forest.*

Bret Kramer provided initial update notes for several NPCs and profiles, and contributed ideas for various entries, including Folger's Boarding House, Imperial Theater, additional Arkham eateries, and The Sons of Tipperary, among others. Bret would like to extend his thanks to Charles Gerard who assisted with conversion of electronic media to a working text file.

Matt Ryan worked with Mike Mason to re-visualize the Arkham town street plan and the neighborhood and outskirts maps. The Miskatonic University Coat of Arms was designed by Michael O'Brien and Mike Mason, with graphic art by Ian O'Toole. The text was reviewed by Bridgett Jeffries and Lynne Hardy, who both provided helpful insights.

The Sons of Tipperary were created by Keith Herber (featured in his scenario "The Little People," first published in the *Call of Cthulhu 5th Edition Keeper's Kit*; 1992); the Little People are renamed and developed in this edition as the Creepers by Mike Mason. Expanded details on the Town Dump where originally devised by Richard Watts in his scenario "Behold the Mother" from *Dead Reckonings* (1998). The Curse House (Folger's Boarding House) and Hesper Payne originally appeared in the scenario "Season of the Witch" by Richard T. Launius in Chaosium's *H. P. Lovecraft's Dreamlands* (1986). The Happy Bee Construction Co. and Lee Kalosh first appeared in "With Malice Aforethought" by Andrew Leman and Jamie Anderson in Chaosium's *Adventures in Arkham Country* (1993). Split Rock and Rose Three Dogs were originally developed by Richard Watts and Keith Herber, from Chaosium's *Tales of the Miskatonic Valley* (1991). Morningside Funeral Parlor was originally created by J. Todd Kingrea in the scenario "Dark Rivals" in Chaosium's *Dead Reckonings* (1998). Arkham Academy for the Blind was loosely inspired by Jon Hook's "Darkness Illuminated" in Golden Goblin Press' *Island of Ignorance* (2013). Chris Tutt helped expand upon the Eye of Amara. Sandy Antunes first described the Miskatonic Tunnels, while Sam Johnson gave the tunnels a history, invented locations within them, and mapped their egress points; Sam also developed exhibit information in the University Exhibit Museum and created Lucas Tetlow in Chaosium's *Miskatonic University* (2005). Sandy Petersen, Sandy Antunes, and Sam Johnson wrote and added to earlier histories of Miskatonic University. Charles Engan and Janyce Hill created Professor (Dr.) William Moore in Chaosium's *Beyond the Mountains of Madness* (1999).

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SUMROW '22

Introduction

Introduction

Arkham, 1922. We invite you to join us for a journey in and around this legend-haunted town sat on the banks of the Miskatonic River in Essex County, Massachusetts. Herein, the town's inhabitants, businesses, and society are explored, from its public offices to is dark underbelly. All manner of folk live in Arkham, each with their own woes and joys, their own goals and… their secrets.

Serving as a base for adventures or a "sandbox" style campaign, this book serves to provide everything needed to build and develop exciting and engaging *Call of Cthulhu* adventures in Arkham. Nearly 300 unique locations are described, with over 80 non-player characters (NPCs), all ready to engage with your gaming group's investigators. But this is not a straitjacket for any Keeper, as much is still "blank," enabling plenty of scope to tailor Arkham to each group and Keeper's needs. The Arkham presented here should become *your* Arkham, granting you the ability to fashion the town, its people, and its secrets to fit your play style and your campaign.

In addition to the information about Arkham, there is advice for investigator creation, Arkham-specific and new skills, and a new optional rule for investigator reputation, alongside guidance on skill improvement and investigator organizations based in Arkham. Various play aids support the Keeper, from a weather generator to guidelines for accessing non-player character expertise. In addition, extensive "rumors and gossip" tables provide many seeds of inspiration for Keeper-designed investigations as well as colorful information to help present interesting Arkham characters. What with a Lovecraftian chronology and an Arkham name generator, there's plenty here to keep your game group occupied.

For the uninitiated, Arkham is a fictional town originally created by the author H. P. Lovecraft and later developed and built upon by other fiction authors. The first serious codifying of Arkham in terms of mapping out the town's inhabitants, businesses, and secrets occurred in 1990 when Chaosium first published *Arkham Unveiled*, the first in a series of *Call of Cthulhu* sourcebooks detailing key locations in the Miskatonic Valley. The mastermind of *Arkham Unveiled* (and the books that followed in the series) was the late Keith Herber, whose tremendous work forms the basis and foundations for this new edition within a newly named series of sourcebooks under the master heading of "Arkham Unveiled."

While the original editions of Chaosium's Arkham were nominally set in 1928, this new edition turns back time to 1922. The primary purpose for presenting Arkham in 1922 is to enable Keepers to take full advantage of the decade to build a campaign that could, if desired, include events and characters from Lovecraft's and others' fiction. Thus, rather than being too late to join Dr. Henry Armitage on his mission to defeat the Dunwich Horror, or miss out on becoming embroiled in the Edward Pickman Derby and Asenath Waite affair, this book provides useful information for Keepers to weave into their campaigns so that their players can indeed become part of those stories and, in doing so, make them their own. It is from 1922 onward that your investigators can become a part of Arkham, whether temporarily or permanently. It is here that such steadfast folk can endeavor to hold back the lurking darkness of the Cthulhu Mythos and ensure Arkham's very survival.

The residents of Arkham noted in Chapter 4 provide a wealth of possibilities for the Keeper. Each could be a potential ally or enemy of the investigators, and each could inspire a variety of plots in numerous ways, be it as innocent bystanders, people needing help, those with useful information or skills, or those who seek to do some form of harm.

Several NPCs have detailed backgrounds, outlooks, and/or agendas that the Keeper can use or alter to suit their campaign. Likewise, some entries include information on their family and relationships; however, some are simply a name and an occupation—a more or less blank slate for the Keeper to fashion the NPC and fine-tune them to the needs of a scenario or campaign. In this respect, the cultures, sexual orientation, morals, beliefs, and essential "character" of all NPCs in this book are mutable, enabling the Keeper to ensure a broad representation and a diverse pool of Arkham folk appropriate to the setting you wish to create and present in your games. Change what you don't like and use what you do, and do not to feel stifled in any way.

Nothing is set in stone—this is now *your* Arkham.

—Mike Mason, 2023

CONTENT WARNING

Within the presentation of Arkham's locations, people, and history are various aspects that some Keepers and players may find distressing, most notably suicide, violence against children, abortion, animal cruelty, and discrimination and racism regarding some NPC attitudes, historical mention of the slave trade, and a lack of diversity within some Arkham institutions. Equally, the witches depicted are, mostly, drawn from the well of horror fiction and do not represent modern-day adherents. While such content is predominantly "off screen," the Keeper should consider and discuss such matters with their group before play begins, enabling the Keeper to adjust their presentation of Arkham to maintain everyone's comfort levels, including their own. Arkham is historically a predominantly white and conservative town—your Arkham doesn't have to be, so change it to suit your vision.

Adjusting aspects problematical for your play group is easy to do, whether by toning such aspects down, removing any overt depiction, or by changing them entirely. Presentation is key, especially in a horror game, and understanding where to cut or to draw a veil and fade to black is a useful skill for the Keeper to employ so that it doesn't diminish anyone's enjoyment of the game.

Foreword

Welcome to Arkham, Massachusetts, the New England town created as a setting for many of Lovecraft's stories. Located on the banks of the dark and muttering Miskatonic River, the town was first settled in the latter 17th century, and has become home to the Miskatonic University and its renowned library.

I have tried to faithfully introduce Arkham in a form suitable to a *Call of Cthulhu* campaign setting. Although the information herein reflects nearly everything Lovecraft ever wrote about Arkham, I have taken the liberty to fill in blanks, to complete descriptions where only names existed, and I have also added Lovecraftian-style locations of my own. Many entries are intended purely for gaming, though the likelihood of their existence is clear enough.

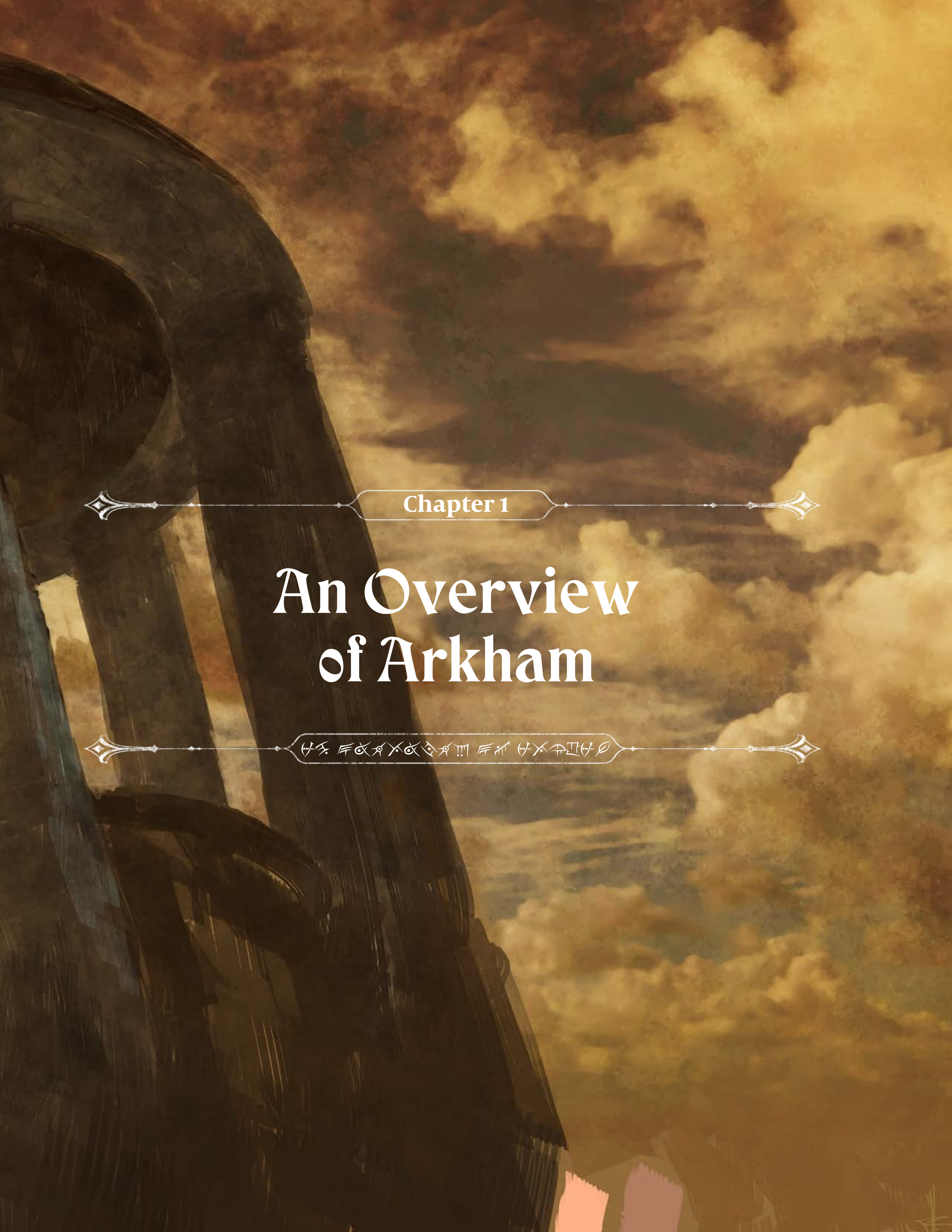
Stores and professional services useful to or likely to be needed by investigators have been offered at least once. Where competition or choice exists, a description of its nature usually appears. Much of Arkham has not been described; do not expect to conduct walking tours of the town even after making a thorough study of the entries. Keeper care and involvement are the only useful ways to enlarge or complete the town; individual style and interests dictate the creation of as many different Arkhams as there are Keepers.

The Miskatonic University's enrollment and staff are not quanitified—there are more faculty members than the University Directory shows, just as there are more stores and other businesses than the Town Directory shows. But remember, in this book *there is as much to Arkham or of anything in it as the Keeper desires*, no more and no less.

I urge Keepers to read or reread the following tales before beginning an Arkham campaign: "Herbert West-Reanimator," "The Unnamable," *The Dunwich Horror*, *The Whisperer in Darkness*, "The Dreams in the Witch House," and "The Thing on the Doorstep."

Finally, a number of people, including Tom Esposito, Richard Watts, Lee Estes, Lynn Willis, Steve Nardella, Sharon Herber, Gahan Wilson, and Kevin Ross, were particularly helpful to me on this project. I also thank Dawn Treader Bookshop in Ann Arbor, Necronomicon Press, and *Crypt of Cthulhu* and *Dagon* magazines.

—Keith Herber, 1990



Chapter 1

An Overview of Arkham

The Miskatonic Valley is in the northeast of Massachusetts. The most important portion stretches along the Miskatonic River Valley, from Dunwich in the far west to where it enters the Atlantic Ocean, between Arkham, Kingsport, and Martin's Beach.

This chapter provides a broad overview of the town of Arkham, including its history, climate, and government, as well as the rule of law and those who spend most of their time breaking it. In addition, useful to many Keepers, is a section on Arkham gossip and rumors, and summary details of locations beyond the town but which may prove useful destinations for investigators.

Note: key locations are noted with a reference number that corresponds to a specific entry in **Chapter 4**.

Where is Arkham?

Arkham lies within the Commonwealth of Massachusetts, in Essex County, not far from the Atlantic Ocean, athwart the banks of the Miskatonic River, about 23 miles (37 km) NNE of Boston, a little more than 15 miles (24 km) south of Newburyport. Travelers can reach the town by automobile, bus, train, or even small boat.

Geography of Arkham

Arkham is divided into nine neighborhoods: Northside, Downtown, East-Town, River-Town, French Hill, Uptown, Lower Southside, Campus, and the Merchant District. Each area embodies a different aspect of the town and its inhabitants, but, in general, the wealthier residential neighborhoods are north of the river, with the Campus (in terms of the burgeoning university) and Uptown south of the river tending to equal this wealth. While East-Town's southern strip, as well as River-Town, Lower Southside, and French Hill's southern aspect, contain the majority of Arkham's working families and its poorer inhabitants. In terms of industry, clusters of factories and other trades are found on the western border of Northside, East-Town's southern portion, River-Town, as well as the old wharves and warehouses situated south of the river. Commerce and retail stores are, in the main, gathered in the Merchant District on the southwestern strip south of the river.

The ground of Northside slopes upward from the river until cresting along the outlying Derby Street, where the land gradually dips as it runs beyond the town's boundary. As Northside transforms into Downtown, the ground becomes hillier, with relatively steeper inclines northward toward the ends of N Garrison and N Peabody. South of Whateley Street, the land slopes sharply down to the river, causing streets and sidewalks to be uneven and sometimes treacherous. Indeed, a handful of streets laid down in the late 1700s remain cobbled. South of the river, the immediate expanse of land is low-lying, allowing the Campus district to enjoy a relatively flat perspective, although it quickly begins to rise as it heads toward French Hill and beyond College Street. Notable for its landmarks, French Hill is the highest point in the town. To the west, portions of Uptown sits upon South Hill, providing residents on W Saltonstall and High Street with beautiful views of the river. In the southeast, Lower Southside dips down from French Hill into low and marshy ground.

Perhaps the oldest or most rustic area of Arkham is to the west, south of the river, around Hill Street, where its foundations are comprised of ancient timbers and where residents do not yet enjoy the modern convenience of sewers and plumbed water. The houses, like the families living in them, are old.

The outlying land is home to farms and dense forests, situated on rolling hills and meadow land, transforming into more mountainous ground farther out. Notable elevations include Elm Mountain, Meadow Hill, and Herber's Hill.

KING PHILIP'S WAR (1675–1678)

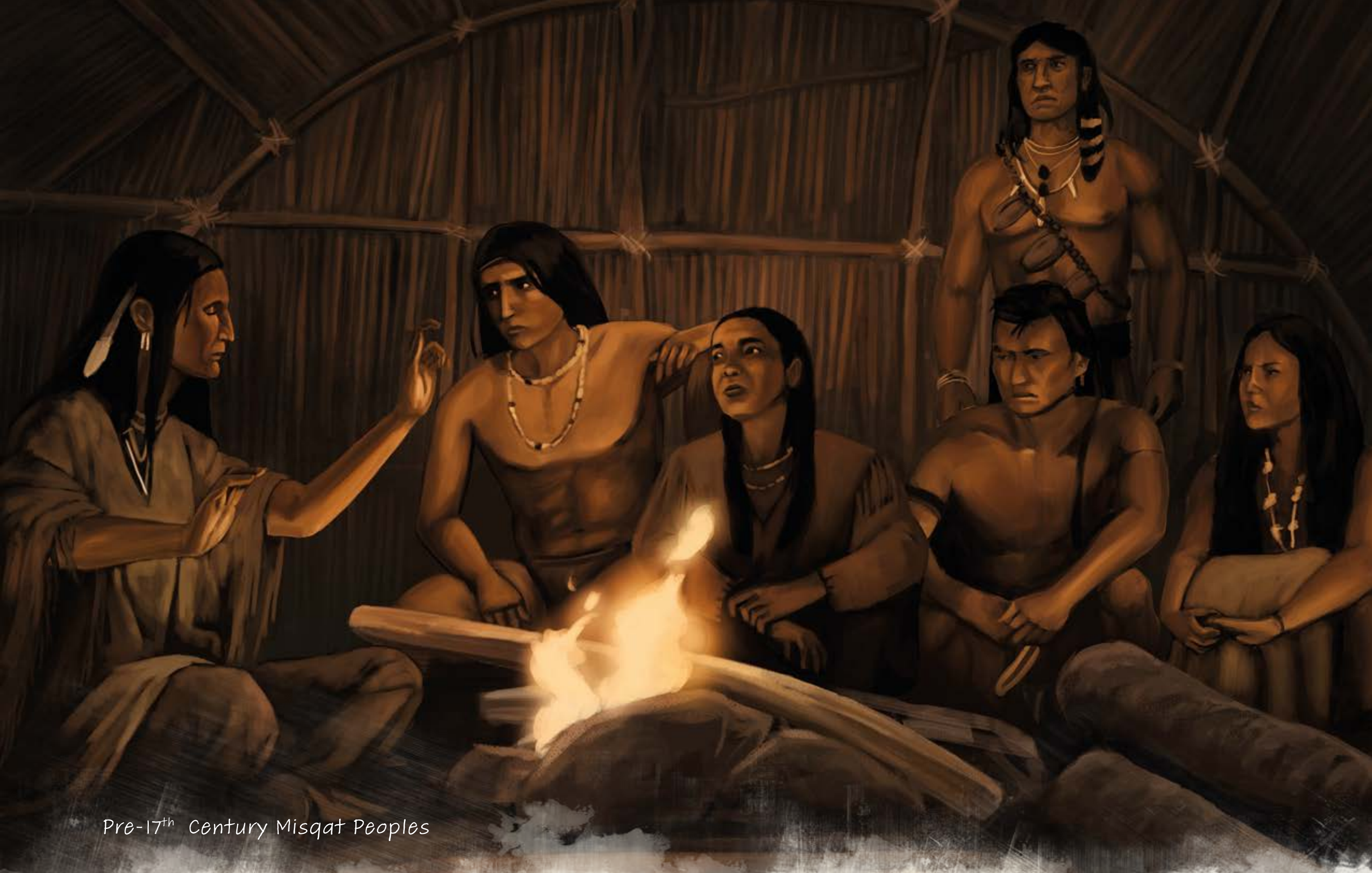
A war between the Indigenous inhabitants of what is today New England and European colonists, so named for a Wampanoag chief named Metacom (or Metacomet), who adopted the name of "Philip" due to the previously friendly relations that existed between his father and the original Mayflower pilgrims who established the Plymouth Colony in 1620. Metacom's father, Massasoit, had enjoyed an alliance with the colonists, but, when Metacom became the leader of his people, he revoked the alliance in reaction to the colonists' numerous violations and demands. War followed, with more than half of New England's colonial towns destroyed or damaged.

The colonial economy of the area was in tatters, and one-tenth of all colonial men available for military service were dead. The Wampanoag and their allies died in their thousands in battle or else publicly executed or enslaved. The war effectively ended with the death of Metacom and the signing of the Treaty of Casco Bay in 1678. In the aftermath, the Wampanoag, as well as many of their allies, like the Narragansetts and Nipmucks, were so severely reduced in number as to be all but eliminated.

THE MISQAT

During King Philip's War, the Misqat sided with the colonists, though, despite this, the colonists forced them to resettle on Deer Island (Boston). Effectively an internment camp, other Indigenous communities unwillingly relocated to the island, with over 1,000 people on the island at one point. Without suitable supplies of food or adequate shelter, and exacerbated by harsh and wintery conditions, the harsh "resettlement" caused the deaths of many. Those that survived, or who escaped resettlement elsewhere, returned to what would become Arkham; however, the scourge of smallpox followed the war and the Misqat never recovered. Over the following centuries, the remaining Misqat disappeared, and, by the 20th century, it is now rare to find anyone stating they are Misqat.

Notably, **Rose Three Dogs** (page 232) visits Arkham's Meadow Hill from time to time and is of Misqat descent. Other Misqat survivors may exist, either living among other First Nations peoples or the wider American populace. It is certainly possible for players wishing to play characters with a deep historical connection to Arkham to create Misqat investigators. Such characters are potentially motivated to protect the land (and thereby Arkham) against the horrors of the Cthulhu Mythos, as well as pursue their own personal agendas.


Pre-17th Century Misqat Peoples

A History of Arkham

Concerning Arkham's past, of the famous and the infamous, of war and trade, and of the good and evil that men do.

Foundations

Arkham is a considerably younger town than neighboring Kingsport or Innsmouth. Colonials first settled in the Arkham area in the late 17th century; however, they were not the first to live in this land. The southern stretches of the Miskatonic River were the home of the Misqat, an offshoot from the larger Wampanoag peoples (possibly also the Western Abenaki). Though the Misqat outlasted many other First Nations peoples in the region, they suffered and severely dwindled in numbers due to the harm caused by King Philip's War (see box nearby) and recurrent outbreaks of smallpox. The first colonial settlers began moving into what was Misqat lands in 1680, and more followed in ever-increasing numbers.

Many of colonists were "liberal thinkers" fleeing the oppressive Congregationalists of Salem and Boston. Led by educated men, like Jeremiah Armitage, Jebel Whateley, Tristram Curwen, and Abel Peabody, these early settlers laid out the first streets on the slopes of what is now known as French Hill. Town meetings for the "Miskatonic Plantation of Salem" were held once a month in a small wooden hall on "the first wet day of the month when all are to appear there at the beat of a drum."

Among the least desirable of Arkham's first European generation were **Keziah Mason** (page 52) and **Goody Fowler** (page 241), suspected witches who brought with them from Salem a dark and hideous cult. In 1692, the King's men from Salem apprehended Mason, while Fowler fled into the forest northwest of town. Arrested and imprisoned in Salem, Mason soon mysteriously escaped, vanishing completely. When Governor Phipps put a stop to the witch trials, they released Goody Fowler and she quietly returned to Arkham to resettle in her cottage southwest of town. Here, she indulged in evil practices until, in 1704, an angry mob dragged her to a hill west of Arkham and hanged her by the neck. Her murderers were never arraigned or punished, and, despite their action, rumors have continued to persist of Fowler's supernatural survival and continued presence in Arkham. Indeed, some say (mainly due to the specters of Mason and Fowler) that Arkham is a "witch-cursed" place, although by 1922, such views, forgotten by most, now provide a respite of humor amidst the hustle and bustle of modernity.

18TH CENTURY

Arkham grew slowly through the early 18th century, overshadowed by nearby Kingsport's successes with fisheries and trade. Arkham grew as a quiet farming community, although when the prices were high, a few fishing boats slipped out of Arkham, down to the sea. Up until the latter 18th century, the only way to cross the Miskatonic was by way of Evan's ferry, just large enough for a coach and four.

In 1761, Francis Derby and Jeremiah Orne returned to Arkham following successful careers as Salem sea captains. They brought five ships between them, determined to transform Arkham into another West Indies trade port. They

Salem Witchcraft Trials

commissioned the building of docks and warehouses along the north side of the river, in the area around Fish Street, and for a few years Arkham hosted ships plying the “triangular trade”: transporting enslaved African and Indigenous people to the Caribbean and the South, while bringing molasses, sugar, and rum to New England, and exporting skins and dried cod to England. During this time, Arkham established the first permanent streets north of the river, and the first two great Arkham mansions—the Derby and Orne homes—rose in the area now called East-Town. Orne and Derby built the first bridge to span the Miskatonic River: a wooden creation near the site of the present Peabody Avenue bridge.

Jeremiah Orne died in 1765, leaving a library of 900 volumes and a bequest that, administered by trustees Francis Derby and George Locksley, was used to found the Miskatonic Liberal College. The school, housed in a large two-story building on the south side of College Street, overlooked the old Town Common. A large second-story housed the Orne library and a small museum of oddities brought back from the West Indies and beyond by Arkham ships. This collection is still on display at the Miskatonic University Exhibit Museum. John Adams Pickering, Harvard-educated and of the Arkham Pickerings, became the college’s first president.

During the Revolutionary War, the Derbys and Ornes turned privateer. Operating mainly out of Kingsport, they sank or captured 23 vessels under the British flag, turning handsome profits. After the war, the families subsidized the purchase and development of the old Town Common (previously used for pasturage and militia training) and soon installed a now healthily endowed Miskatonic College on the new campus. Town fathers laid out a new town square on the north side of the river, near the center of town, and, after much debate, named it Independence Square.

By 1783, Massachusetts had ended the abhorrent practice of slavery, although some lawyers (such as Benjamin Kent) had worked to represent enslaved people since the middle of the century. Court arguments across Massachusetts, including Arkham, heard arguments stating that slavery was a violation of both Christian principles and the constitution of the Commonwealth. By the 19th century, Massachusetts had developed into a center for abolitionism.

INTO THE 19TH CENTURY

The end of the Revolutionary War marked the decline of Arkham’s sea trade. Salem, Boston, and New York rapidly consolidated most of the trade with China, with the local remnant going to Kingsport. In 1808, the Federal Customs Office in Arkham closed, and the town lost its status as a Port of Entry. Despite the loss of international trade, Arkham grew rapidly in the first half of the 19th century, thanks to the vision of such men as Eli Saltonstall, a former sea captain who sailed for the Pickman family.

Saltonstall foresaw the end of Arkham’s short-lived sea trade and opened Arkham’s first textile mill in 1796, on the south side of the river at the foot of East Street. More mills sprang up soon after and, as New England’s farming declined, Arkham’s industries grew.

The industrialists—the Saltonstalls, Browns, and Jenkins—laid out new streets south of the college campus along the top of South Hill, and constructed grand Georgian and Federalist mansions, financed by their burgeoning textile profits. In this period, in 1806, the town's first newspaper, the *Arkham Gazette*, appeared, underwritten by the Federalist Derbys. Republican industrialists were later to help found the rival *Arkham Bulletin*. By this time, the era of the Federalist sea merchants was dwindling, and their last building spree saw the construction of the mansions that border Independence Square along Federal and Curwen streets.

By 1820, mills and supporting industries lined the south bank of the river, from Peabody Avenue eastward. Arkham increasingly urbanized and, by 1850, a telegraph line linked the town with Boston. Reputable scholars, in part drawn by Miskatonic College's already famous library and by the proximity of the town to Boston, began to join the academic staff. Soon, southwestern Arkham took on the feel of an Ivy League town. Yet, Arkham's industrial expansion continued unabated. Come 1850, brickyards, leather shops, shoe factories, watchmakers, and, later, costume jewelry manufacturers lined the shores north and south on the eastern side of town. A great string of warehouses, eventually reaching West Street, appeared along the southern shore during this time.

With the outbreak of the American Civil War (1861–1865), Arkham's finest hurried to form a company named the 23rd Massachusetts Volunteer Regiment. Twenty-seven young men died in the struggle and a memorial in Christchurch Cemetery commemorates their sacrifice. Once the dust of conflict had settled, Miskatonic College became a fully fledged university. Gas street-lighting was nearing completion by 1870, and visitors to the town were frequent enough to support a fledgling cab service working out of the rail depot. In 1873, Arkham established a municipal police force after members of a (then-illegal) fraternity got drunk at Doc Howard's Bar and sparked a riot that damaged many shops along Church Street. Consequently, a law soon appeared on the books limiting the proximity of taverns to the campus area.

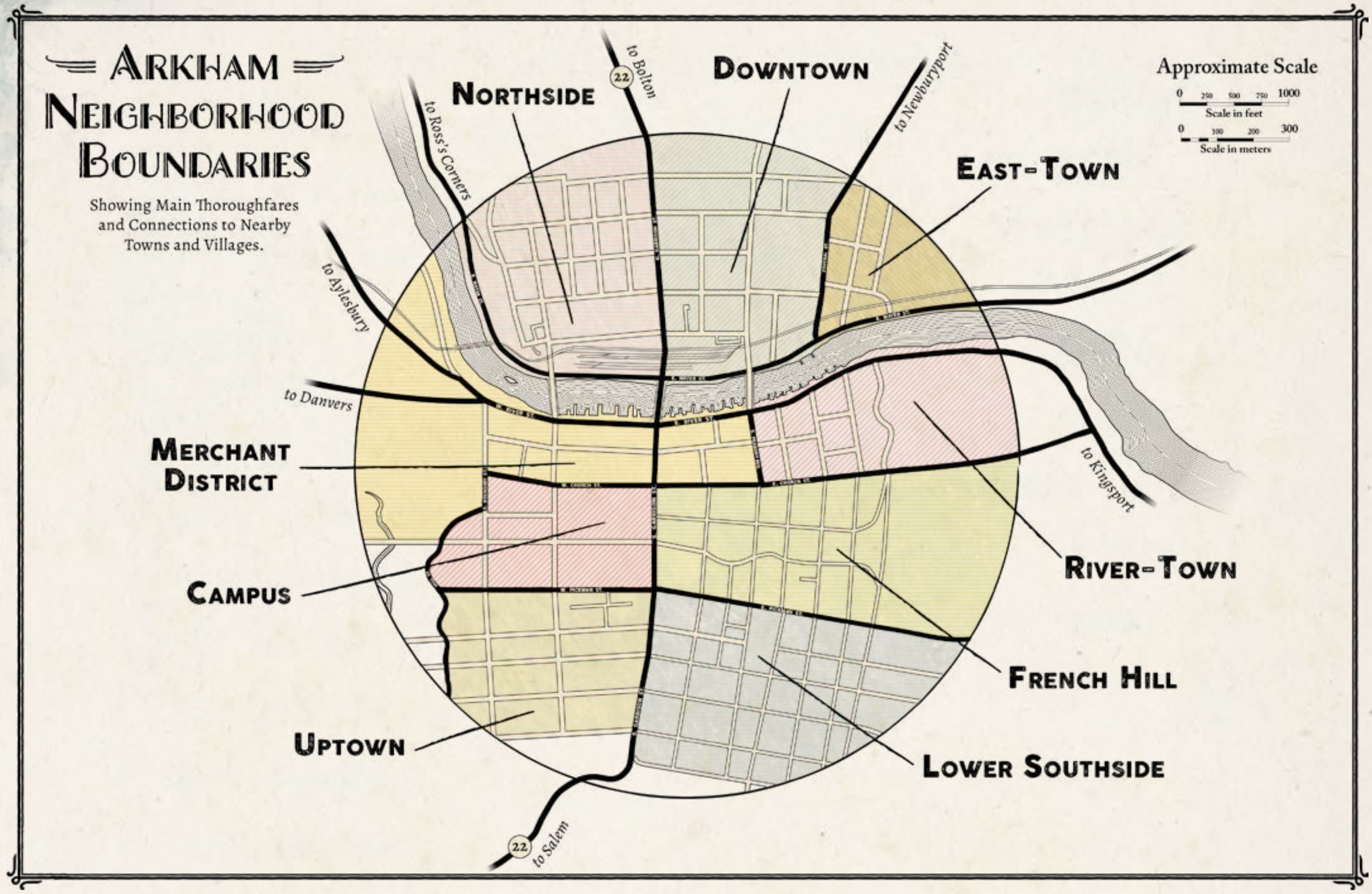
Unprecedented spring rains in 1888, coupled with offshore storms that drove the sea up the Miskatonic's estuary, swelled the river far over its banks. The worst flooding ever recorded in Arkham caused extensive damage to the riverside mills and docks. Southwestern Arkham, including parts of the campus area, were inundated with flood water, causing severe damage to the basement archives of the library, and destroyed many irreplaceable acquisitions. In the following years, new concrete drains and levees eased the danger of a second killer flood. A little later, Arkham installed trolley lines, and the first homes turned from gas light to electricity. Telephone lines appeared and, just before the turn of the century, the city completed a public sanitary water system.

EARLY 20TH CENTURY

As though to spite the town's efforts, in 1905 a terrible typhoid epidemic swept through Arkham, killing many in the sudden plague. Among the many victims was Dr. Allen Halsey, then dean of the Miskatonic School of Medicine and a public benefactor loved by all. An appreciative Arkham erected a statue to his memory on the university campus that now overlooks the town he loved.

Arkham's textile mills never fully recovered from the flood of 1888 and combined with New England ongoing loss of trade to the South, much of Arkham's industry declined. Many firms, underinsured against flooding, consequently never reopened. Despite this, Arkham continues to develop in terms of its non-manufacturing businesses and its academic reputation.

Strange Meteor


Arkham Neighborhood Boundaries
Showing Main Thoroughfares and Connections to Nearby Towns and Villages.
Approximate Scale
0 250 500 750 1000
Scale in feet
0 100 200 300
Scale in meters
Northside
Downtown
East-Town
Merchant District
Campus
Uptown
River-Town
French Hill
Lower Southside
to Bolton
22
to Ross's Corners
to Newburyport
to Aylesbury
to Danvers
to Kingsport
22
to Salem

The dark specter of war loomed again in 1917, and many of Arkham's young men departed to their fates in the Great War. Indeed, Arkham gave its share of blood and youth to the war; a bronze plaque at the Town Hall and another situated in Independence Square commemorate those who fell. As the early years of the 1920s began, Arkham was still recovering from the losses of the Great War, although a bright new dawn beckoned and promised to chase away the dark clouds for some much-needed sunshine.

ARKHAM IN THE 1920s

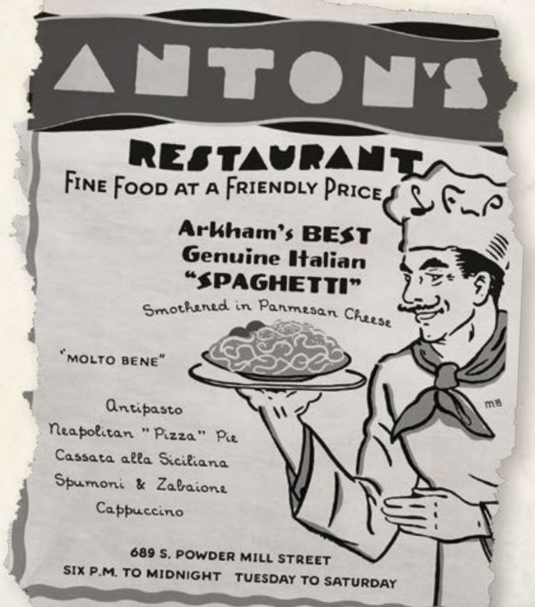
While the economic boom of the 1920s passed by most of New England, whose industrial base was by now in rapid decline, it did reach Arkham by way of the Miskatonic University (MU). Town and school became inextricably linked. The population now stands around 36,000 (this is a loose number, allowing Keepers some latitude in tailoring the town). Many of Arkham shops now cater exclusively or in larger part to the needs of the university community. By the early 1920s, MU is at the heart of the town's economy and its place becomes further imbedded as the decade progresses, with its administrators and faculty forming part of the newest of Arkham's aristocracies.

Though fortunes have declined across New England in the wake of the Great War, a local survey of 1922 shows that 68 percent of Arkham homeowners possess electric irons, 62 percent have gas or electric washing machines, and 48 percent have or plan to purchase vacuum cleaners. Nearly 46 percent of Arkham families own at least one automobile—merchants complain of those who park their machines in front of shops all day!

The interurban trolleys that once linked Arkham with Ipswich, Kingsport, Bolton, and Salem died off with the coming of the automobile, and a bus line has recently begun to reestablish some of these routes to neighboring places. Buses and cars offer locals and students alike the opportunity to explore the area around Arkham, to visit the old countryside and enjoy the delights of Kingsport and beyond. However, despite such advances and a general upturn in the town's economy, there are still troubles facing Arkham.

Problems persistently arise between town and university. At present, the city is debating the cost of policing the campus. Undergraduate hijinks continue to be a problem, especially when married with illegal alcohol. Elsewhere, the town's leaders are debating zoning, which could restrain the growth of industry if passed.

Across Arkham, construction projects are beginning to rise: new apartment buildings, homes, and university buildings all attest to a general level of newfound prosperity. A new optimism is in the air and the future looks bright.



ANTON'S

RESTAURANT

FINE FOOD AT A FRIENDLY PRICE

Arkham's BEST
Genuine Italian
"SPAGHETTI"
Smothered in Parmesan Cheese

"MOLTO BENE"

Antipasto
Neapolitan "Pizza" Pie
Cassata alla Siciliana
Spumoni & Zabaione
Cappuccino

689 S. POWDER MILL STREET
SIX P.M. TO MIDNIGHT TUESDAY TO SATURDAY

About Arkham

Despite its long acquaintance with strange and often unexplained events, Arkham tends to view itself as a New England town isolated from and superior to the divisive problems and crude dangers of cities—an island of civilized virtue in the countryside, carved out of the wilderness by energy, thrift, and probity, and held together by respect, religion, and education. A place superior both to the mutant hive-like cities and to the ignorance and filth of rural backwaters.

Climate

Arkham receives three or more inches of precipitation monthly throughout the year. Summer and fall thunderstorms are extremely likely, while occasional hurricanes swoop northward. Winter storms occasionally can be very severe. The area experiences cold and snowy winters, with snowfall liable to amount to around 60–70 inches (152–178 cm). During summer, the climate can be oppressively humid.

Temperature varies more than rainfall. Early October shows Arkham's trees in full autumn color. The outlying hills become fabulous carpets of reds, yellows, and golds. Temperatures are brisk, with night-time lows in the region of 40°F (4°C) and daytime highs around 60°F (15°C). By November, fallen leaves litter everywhere, and the trees are nearly bare.

Occasional light snow-showers occur as early as mid-November, but the snow does not last, and Arkham rarely enjoys a white Christmas. January and February are cold, when low temperatures are normally 20°F to 30°F (–7°C to –1°C). Anything lower than 10°F (–12°C) is out of the ordinary. Winter thaws in March, but cool temperatures can last into early April, and by the end of this month, flowers begin to bloom, and the trees begin to leaf.

May and June bring the first 70°F (21°C) days, and July the first summer heat. In August, when the onshore breezes fail, temperatures can soar to 90°F (32°C) and higher. The air hangs, humid and stagnant, creating uncomfortably sticky days and nights. These periods are usually short, however, and temperatures above 85°F (29°C) are exceptional. In general, the evenings cool off considerably and, especially near the river, one might consider a light jacket. The Miskatonic is often too cool for comfortable swimming, though hearty souls and young students showing off regularly take the plunge.

Come September, the weather cools, and the first light frost may fall at the end of the month. This time is sunny and breezy, with scattered showers. Students return to school, leaves turn, and the cycle begins again.

Arkham Government

The **Town Hall** (217), on Peabody Avenue, holds the town offices. Arkham has an elected mayor and nine elected selectmen, all part-time positions. Terms last for two years, with elections occurring every even-numbered year on the first Tuesday in November. Currently, Joseph Peabody is the long-serving mayor, who appears content to remain in post while he continues to receive most of the votes. The council of selectmen meets in Town Hall on the first and third Tuesdays of each month.

Also situated in the Town Hall is the Town Manager's Office, with Darrell Slocum currently in that position and running the municipal government, the Assessor's Office where they manage taxes and rates, and the Clerk's Office, which manages the implementation of council policy and looks after the town's records. In addition, the School Board, Water Department, and Engineer's Office are located here.

WEATHER GENERATOR

While most Keepers can simply choose what the weather is doing on any given day, the following provides a rough source of inspiration, determined by month, with a percentage chance for rainfall, snow, and so on.

	Rainfall	Snowfall	Other
January	30%	80%	Strong winds possible*
February	20%	60%	Strong winds possible*
March	90%	40%	
April	80%	30%	
May	40%	—	
June	50%	—	
July	30%	—	
August	30%	—	
September	30%	—	
October	70%	—	Strong winds possible*
November	50%	10%	Strong winds possible*
December	40%	70%	Strong winds possible*

**Strong winds may include "nor'easters" —sometimes hurricane-force winds, usually accompanied by heavy rain or snow.*

General Hours of Business

Financial institutions are generally open to the public from 10:00 am to 3:00 pm, Monday to Friday. Governmental offices are open 8:00 am to 5:00 pm but closed at lunchtimes. Most merchants are open from 8:00 am to 5:00 pm, although there is a lot of variation. Some, especially hardware, department stores, and lumberyards, stay open for part or all of Saturday. Sunday closures are nearly absolute and enforced by various "blue" laws. Shops that vary from these hours have notes in their individual descriptions in **Chapter 4**. Restaurants usually maintain hours that suit their clientele; some early-rising Arkhamites find the notion of eating at 8:00 pm decadently continental and conceivably un-Christian.

Commercial activity halts on Sunday. As previously mentioned, it is against the law (and the law is enforced) to operate any business of any kind between the hours of 6:00 am and 11:00 am on the Sabbath. At such times, one hears only the sound of money in church collection plates. However, on Sunday, with the express permission of the selectmen, Western Union receives and delivers wires, but does not transmit them; the telephone exchange is open and operating, as is the B&M rail line and the local taxi service; restaurants, gift shops, and other luxurious enterprises, with a single exception, never open on Sunday. For most all in Arkham, Sunday dinners are family affairs, not commercial opportunities.

Town Festivals

Arkham holds seven public holidays each year, with **Independence Square** (218) usually being the central hub and focus for the celebration.

- **Mother's Day** (second Sunday in May)
- **Founder's Day Festival** (first Monday in June)
- **Independence Day** (July 4)
- **Winterfest** (first weekend of February)
- **Thanksgiving** (November 24)
- **Forefathers' Day** (December 22)
- **Christmas Day** (December 25)

While some celebrate Easter, Valentine's Day, and Halloween in Arkham, they are not public holidays. Likewise, Father's Day has not caught on and remains uncelebrated.

Founder's Day Festival (first Monday in June)

This festival commemorates Arkham's founding in the late 17th century. The mayor marks the day by standing on the steps outside the Town Hall and giving a speech, which precedes a street procession. In recent years, some have begun to dress up in historic, period attire and eat picnics in Independence Square (weather permitting) following the parade.

Forefathers' Day (December 22, if a Sunday, moves to 23)

Marks the anniversary of the first pilgrims landing on the shores of North America. The most enthusiastic, encouraged by the **Arkham Historical Society** (901), dress up in period 1600s costume. In a few years' time, the town selectmen vote to merge this holiday with Thanksgiving.

Winterfest

A more recent holiday concocted by the selectmen, Winterfest is essentially a commercial festival designed to promote Arkham's businesses. Local merchants sponsor a parade, a snowman-building contest, and an indoor pageant to select an annual Winter Queen to rule over the festival. Usually, the young people of Arkham find much fun in initiating snowball fights.

FESTIVAL STRANGENESS

With so much of the town's attention diverted by festival celebrations, those who scheme and operate outside of the public glare may use the cover of a festival to pursue their own agendas. For example, illegal bootlegging operations, house burglars, and other nefarious folk may capitalize on everyone's attention being elsewhere. Likewise, cults and cultists, including the shadowy **Arkham Coven** (page 51), may endeavor to exploit the situation.

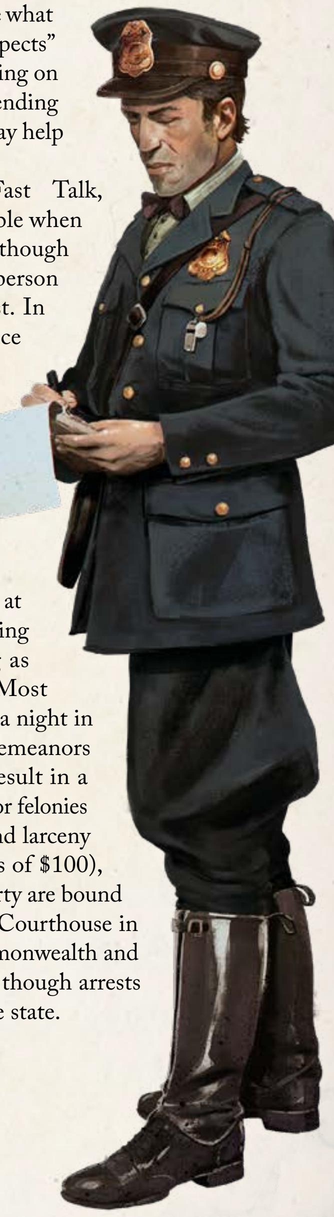
Law & Order

Arkham's police force operates from the station house (228) on E Armitage Street. Apart from detectives and various chiefs, there are around 20 uniformed officers; the number fluctuates each year in consideration of the town's finances. When necessary, a reserve of retired police officers and ex-military men are available to supplement numbers.

Most of the time, the police are inured to student antics and more or less forgiving—harmless hijinks are expected in a university town. Fear of offending influential families can sometimes (read: most times) curtail the reach of law enforcement into the campus community, and this stretches to situations where the scions of Arkham's wealthy elite are concerned. Thus, in Arkham, it is not unusual for an officer to come upon a group of "academics" loitering around old houses and cemeteries in the pursuit of "science" or some other "university project." Typically, an excuse like, "we're conducting research," or "we're on a field trip" is enough for the officer concerned to keep walking and let such folk be.

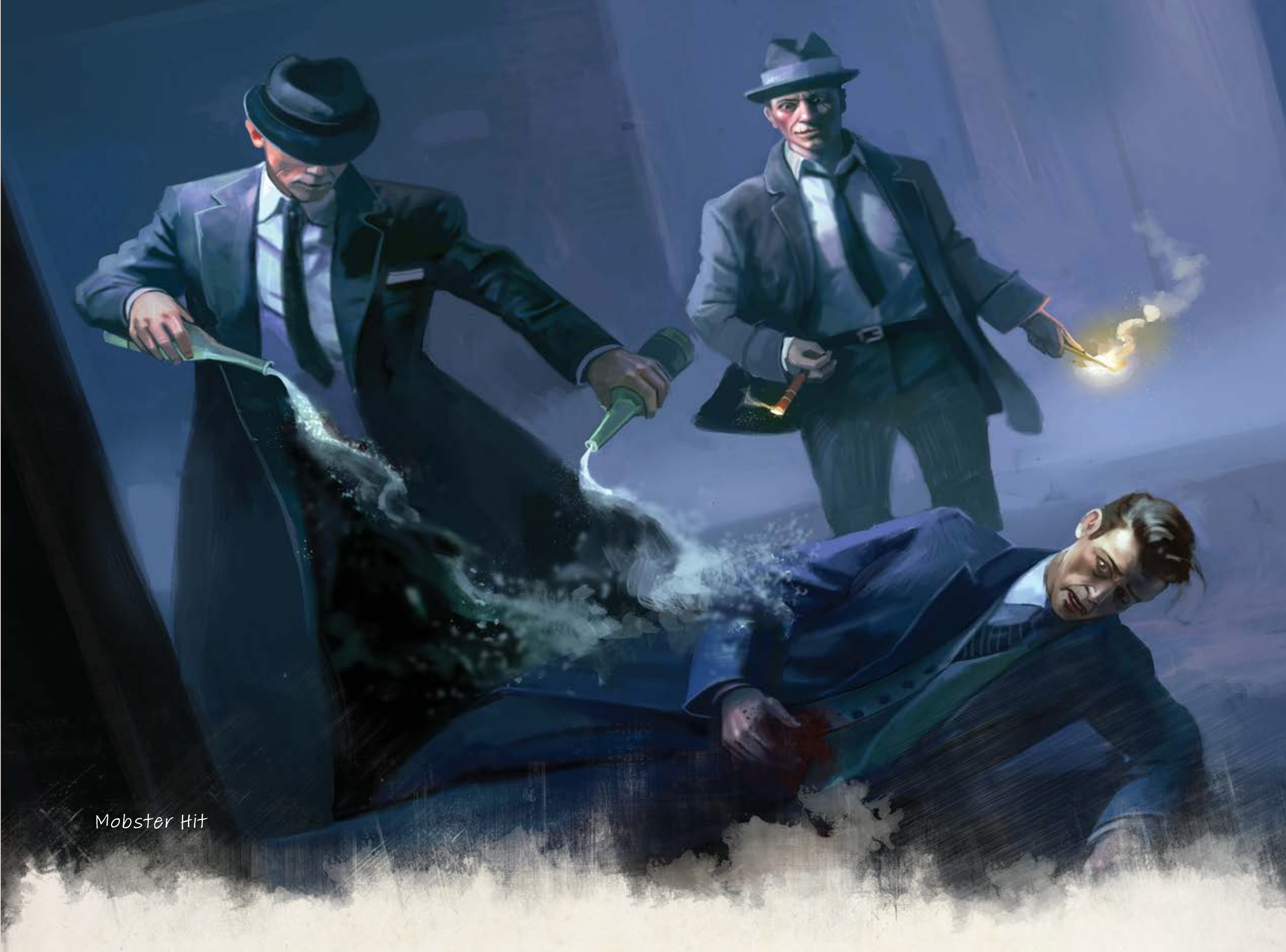
Unfortunately, like most places in early 20th America, such considerations rarely come into play when the police are dealing with transients, immigrants, and those from less wealthy families. Out of towners and those without a suitable Credit Rating (i.e., those with Credit Rating of approx. 50% or less), if discovered acting suspiciously, will be stopped, and questioned. If the officer doesn't like what they hear, they will drag such "suspects" to the station for interrogation, calling on backup as needed. Of course, depending on the officer, sometimes a bribe may help to alleviate their concerns.

Thus, skills like Charm, Fast Talk, Persuade, and Law are often valuable when dealing with the Arkham police, although a high Credit Rating renders a person nearly invulnerable to quick arrest. In the main, most uniformed police officers are basically honest. Naturally, they will not move against the men and women whom they rightfully see as their employers without adequate reason.



Convictions

Justice Court is held five days a week at the **Courthouse & Jail** (212), starting promptly at 8:30 am and lasting as long as court business provides. Most misdemeanor arrests mean at least a night in jail, longer if it's a weekend. Misdemeanors and other minor crimes usually result in a warning, fine, or short jail term. Major felonies involving murder, kidnapping, grand larceny (theft of anything valued in excess of $100), and the major destruction of property are bound over for trial at the Essex County Courthouse in Salem. Proceedings for some Commonwealth and all federal crimes occur in Boston, though arrests for them can occur anywhere in the state.



Mobster Hit

ESSEX COUNTY JAIL

Those transferred to Salem for a stay in the County Courthouse can enjoy the less-than-glamorous facilities. The courthouse has 24 cells located in its basement. The two-person cells are arranged in two long rows of 12 separated by a central corridor. Except at the very ends of each row, the cells have bars on three sides, with a single wall of cinder blocks containing one small high window. Toilet facilities are separate from the cells.

FIREARMS

Massachusetts state law requires a permit for a person to carry a concealed firearm outside of their home or place of business. Before 1906, there were no restrictions on owning or carrying guns in Arkham. In 1922, gun dealers became licensed, while those categorized as "unnaturalized foreign-born" were unable to obtain a license. Three years later, in 1925, the state restricted minors (aged under 15) from having a license. Come 1926, the law allowed an individual to obtain a temporary license to buy a handgun to possess in their own home or place of business. Thus, after 1927, carrying a handgun (loaded or not) was punishable if caught, and, in that same year, machine guns ("rapid fire and operated by a mechanism") became restricted.

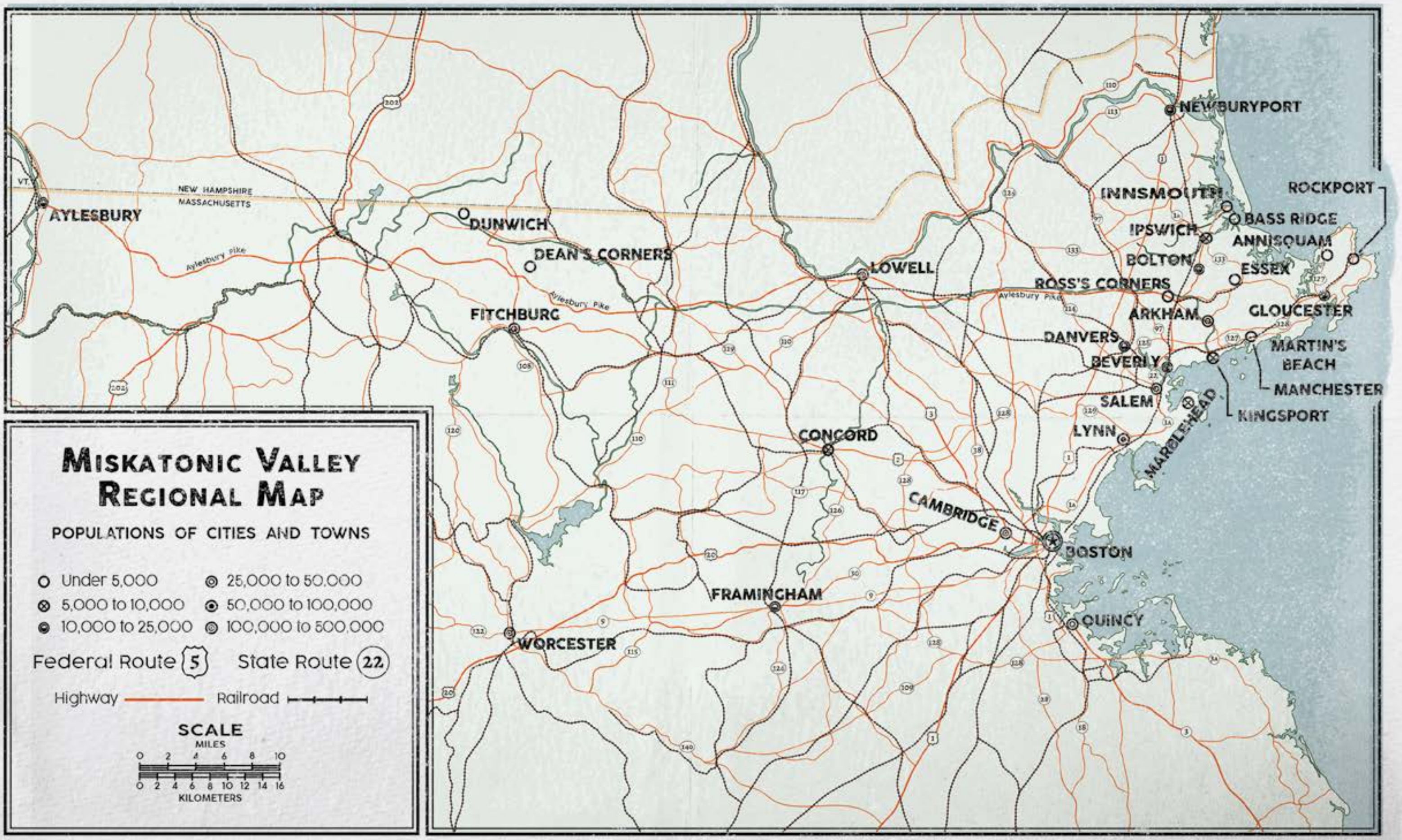
Getting a firearms permit requires going to the Police Station for a short interview and paying a fee. Most times, given a reasonable reason, the police will grant a permit. Of course, they are unlikely to grant permits to felons, foreigners, and others deemed "dangerous."

Carrying a handgun without a permit carries a possible sentence of up to one year in jail. During the 1920s, approximately one in four homicides by firearm were successfully convicted, meaning that the majority of gun crime went unpunished.

Discharging a firearm in Arkham without an adequate reason is illegal, as is possessing significant explosives such as dynamite or dynamite caps. Those conducting running gun battles down College Street or elsewhere can expect a show of police force to arrive in "reasonable" time—usually, this means a little after the shooting has stopped in terms of organized crime feuds, although where the general public are concerned and risk is great, the police may be quicker to respond.

PROHIBITION

From the Chief of Police on down, the police know that beer and liquor have been entering Arkham despite Prohibition. As even the chief enjoys a glass of Scotch whiskey in the evening, the police generally ignore social infractions by private citizens as much as possible. Helpful


MISKATONIC VALLEY
REGIONAL MAP
POPULATIONS OF CITIES AND TOWNS
Under 5,000
5,000 to 10,000
10,000 to 25,000
25,000 to 50,000
50,000 to 100,000
100,000 to 500,000
Federal Route 5
State Route 22
Highway
Railroad
SCALE
MILES
0 2 4 6 8 10
0 2 4 6 8 10 12 14 16
KILOMETERS
VT.
NEW HAMPSHIRE
MASSACHUSETTS
AYLESBURY
Aylesbury Pike
DUNWICH
DEAN'S CORNERS
FITCHBURG
LOWELL
NEWBURYPORT
INNSMOUTH
ROCKPORT
BASS RIDGE
IPSWICH
ANNISQUAM
BOLTON
ESSEX
ROSS'S CORNERS
ARKHAM
GLOUCESTER
DANVERS
MARTIN'S BEACH
BEVERLY
MANCHESTER
SALEM
KINGSPORT
MARBLEHEAD
LYNN
CONCORD
CAMBRIDGE
BOSTON
FRAMINGHAM
QUINCY
WORCESTER

Miskatonic Area Travel Distances

Distances in miles (m) and kilometers (km), rounded/down to nearest whole number.

Distances are, roughly, as the crow files and account for the geography of the land circa 1920s. Allow for a variance of plus/minus 2 to 10 miles, depending on geography and road conditions.

1920s average automobile speed (taking into account engine, tires, and road conditions) is 15 to 20 mph. Faster is possible, although prolonged high speed risks overly taxing the engine and may require a Drive Auto or Luck roll.

	ARKHAM	AYLESBURY	BASS RIDGE	BOLTON	BOSTON	DANVERS	DEAN'S CORNERS	DUNWICH	ESSEX	FOXFIELD	GLOUCESTER	INNSMOUTH	IPSWICH	KINGSPORT	MANCHESTER	MARBLEHEAD	MARTIN'S BEACH	MAYOTTEVILLE	NEWBURYPORT	ROCKPORT	ROSS'S CORNERS	SALEM	WORCESTER
ARKHAM																							
AYLESBURY	85 m (137 km)																						
BASS RIDGE	12 m (19 km)	86 m (138 km)																					
BOLTON	4 m (6 km)	83 m (134 km)	7 m (11 km)																				
BOSTON	23 m (37 km)	77 m (124 km)	33 m (53 km)	23 m (37 km)																			
DANVERS	6 m (10 km)	80 m (129 km)	15 m (24 km)	7 m (11 km)	20 m (32 km)																		
DEAN'S CORNERS	50 m (80 km)	35 m (56 km)	60 m (97 km)	48 m (77 km)	43 m (69 km)	44 m (71 km)																	
DUNWICH	54 m (87 km)	31 m (50 km)	65 m (105 km)	53 m (85 km)	48 m (77 km)	49 m (79 km)	5 m (8 km)																
ESSEX	6 m (10 km)	87 m (140 km)	9 m (14 km)	20 m (32 km)	27 m (43 km)	9 m (14 km)	52 m (84 km)	55 m (89 km)															
FOXFIELD	19 m (31 km)	66 m (106 km)	26 m (42 km)	18 m (29 km)	20 m (32 km)	14 m (23 km)	31 m (50 km)	35 m (56 km)	21 m (34 km)														
GLOUCESTER	11 m (18 km)	93 m (150 km)	17 m (27 km)	12 m (19 km)	33 m (53 km)	14 m (23 km)	58 m (93 km)	61 m (98 km)	7 m (11 km)	28 m (45 km)													
INNSMOUTH	11 m (18 km)	86 m (138 km)	1 m (1.6 km)	6 m (10 km)	33 m (53 km)	14 m (23 km)	51 m (82 km)	55 m (89 km)	6 m (10 km)	21 m (34 km)	13 m (21 km)												
IPSWICH	6 m (10 km)	83 m (134 km)	4 m (6 km)	2 m (3 km)	29 m (47 km)	9 m (14 km)	48 m (77 km)	50 m (80 km)	4 m (6 km)	18 m (29 km)	12 m (19 km)	4 m (6 km)											
KINGSPORT	3 m (5 km)	85 m (137 km)	15 m (24 km)	7 m (11 km)	24 m (39 km)	6 m (10 km)	50 m (80 km)	51 m (82 km)	6 m (10 km)	20 m (32 km)	9 m (14 km)	12 m (19 km)	9 m (14 km)										
MANCHESTER	3 m (5 km)	88 m (142 km)	14 m (23 km)	6 m (10 km)	26 m (42 km)	8 m (13 km)	53 m (85 km)	54 m (87 km)	4 m (6 km)	22 m (35 km)	6 m (10 km)	11 m (18 km)	8 m (13 km)	3 m (5 km)									
MARBLEHEAD	10 m (16 km)	110 m (177 km)	20 m (32 km)	13 m (21 km)	17 m (27 km)	8 m (13 km)	49 m (79 km)	51 m (82 km)	16 m (26 km)	20 m (32 km)	17 m (27 km)	19 m (31 km)	15 m (24 km)	9 m (14 km)	11 m (18 km)								
MARTIN'S BEACH	3 m (5 km)	87 m (140 km)	15 m (24 km)	6 m (10 km)	25 m (40 km)	8 m (13 km)	52 m (84 km)	53 m (85 km)	5 m (8 km)	22 m (35 km)	7 m (11 km)	11 m (18 km)	9 m (14 km)	3 m (5 km)	1 m (1.6 km)	11 m (18 km)							
MAYOTTEVILLE	4 m (6 km)	82 m (132 km)	8 m (13 km)	1 m (1.6 km)	26 m (42 km)	6 m (10 km)	47 m (76 km)	49 m (79 km)	4 m (6 km)	17 m (27 km)	11 m (18 km)	7 m (11 km)	3 m (5 km)	6 m (10 km)	7 m (11 km)	11 m (18 km)	7 m (11 km)						
NEWBURYPORT	15 m (24 km)	82 m (132 km)	15 m (24 km)	12 m (19 km)	37 m (60 km)	17 m (27 km)	48 m (77 km)	49 m (79 km)	14 m (23 km)	20 m (32 km)	21 m (34 km)	13 m (21 km)	10 m (16 km)	19 m (31 km)	18 m (29 km)	24 m (39 km)	19 m (31 km)	12 m (19 km)					
ROCKPORT	15 m (24 km)	95 m (153 km)	20 m (32 km)	16 m (26 km)	37 m (60 km)	21 m (34 km)	61 m (98 km)	61 m (98 km)	10 m (16 km)	31 m (50 km)	4 m (6 km)	17 m (27 km)	14 m (23 km)	13 m (21 km)	10 m (16 km)	21 m (34 km)	12 m (19 km)	15 m (24 km)	25 m (40 km)				
ROSS'S CORNERS	3 m (5 km)	82 m (132 km)	10 m (16 km)	3 m (5 km)	24 m (39 km)	4 m (6 km)	47 m (76 km)	48 m (77 km)	5 m (8 km)	16m (26 km)	12 m (19 km)	8 m (13 km)	5 m (8 km)	5 m (8 km)	6 m (10 km)	10 m (16 km)	6 m (10 km)	2 m (3 km)	15 m (24 km)	15 m (24 km)			
SALEM	7 m (11 km)	82 m (132 km)	17 m (27 km)	9 m (14 km)	16 m (26 km)	5 m (8 km)	47 m (76 km)	48 m (77 km)	11 m (18 km)	18 m (29 km)	14 m (23 km)	14 m (23 km)	11 m (18 km)	5 m (8 km)	9 m (14 km)	3 m (5 km)	7 m (11 km)	8 m (13 km)	21 m (34 km)	18 m (29 km)	6 m (10 km)		
WORCESTER	55 m (89 km)	47 m (76 km)	70 m (113 km)	55 m (89 km)	38 m (61 km)	49 m (79 km)	28 m (45 km)	29 m (47 km)	58 m (93 km)	40 m (64 km)	63 m (101 km)	60 m (97 km)	57 m (92 km)	54 m (87 km)	58 m (93 km)	51 m (82 km)	58 m (93 km)	56 m (90 km)	62 m (100 km)	68 m (109 km)	54 m (87 km)	51 m (82 km)	

officers often escort home drunks, especially those inebriates with high Credit Ratings. Drunks who are rowdy and abusive risk subdual, a trip to the station, and booking—Judge Randall frequently hands out stiff penalties to those who cannot handle their liquor.

The town's speakeasies are an unremarkable fact of life for most, with the police force, government, and citizens looking the other way and tolerating their existence, as long as they create no problems for the town. Though they've long been aware of the problems of organized crime in the big cities, Arkham's police force considers Prohibition to be the responsibility of the Commonwealth and federal agencies.

Unfortunately, the bootleggers and their associates have spawned additional crime. A detective, a lieutenant, a sergeant, and a small handful of patrolmen routinely receive weekly payoffs to ensure the flow of liquor and beer. As a whole, the force is well paid and satisfied, and relatively immune to one-time bribes. The motorcycle police assigned to traffic duty are the most vulnerable, often accepting a few dollars in lieu of speeding citations.

Crime

Outside of the mobsters, murders, kidnappings, burglaries, fisticuffs, and drunken and indecent behavior are viewed by the Arkham establishment and its wealthy elite as the behavior of the poor, the uneducated, and immigrants. Of course, in reality, such crimes can be committed by anyone; it's just that those in power tend to have the means or connections to get away scot-free. Thus, the occasional burglary of a fine home or an important shop reaps headlines, while the disappearance of a poor child doesn't raise an eyebrow.

In terms of a hierarchy of crime, if low-rent burglars and muggers are at the bottom and mobsters at the top, then Arkham street gangs fill the middle of the pyramid. Made up of teenagers (mostly boys) who have little future and lots of time, such street gangs are "family" for most. Being a member grants a level of security and prestige, as well as a acting a potential pathway to getting noticed by the "big boys" like Danny O'Bannion (**Lucky Clover Cartage Co.**, 412) or Joe Potrello (**The Italian Club**, 912). Arkham's two most notable street gangs are the Rocks (**Southside Gym**, 717) and the Finns (**Dunham's Brickyard**, 517), respectively ethnic Italian and Irish. They incidentally lie, cheat, and steal, but mostly they gather to swear, boast, and gain respect. They know their place in the pecking order, never causing trouble in wealthy neighborhoods as they know the police will be unmerciful. These gangs have their hangouts, where the members meet in the afternoons, sauntering and swaggering as they go nowhere. Historically, large fights have broken out between the two gangs, but, in recent times, these have become less frequent. Presently, gangs are observing territorial boundaries—but that can easily change in the blink of an eye.

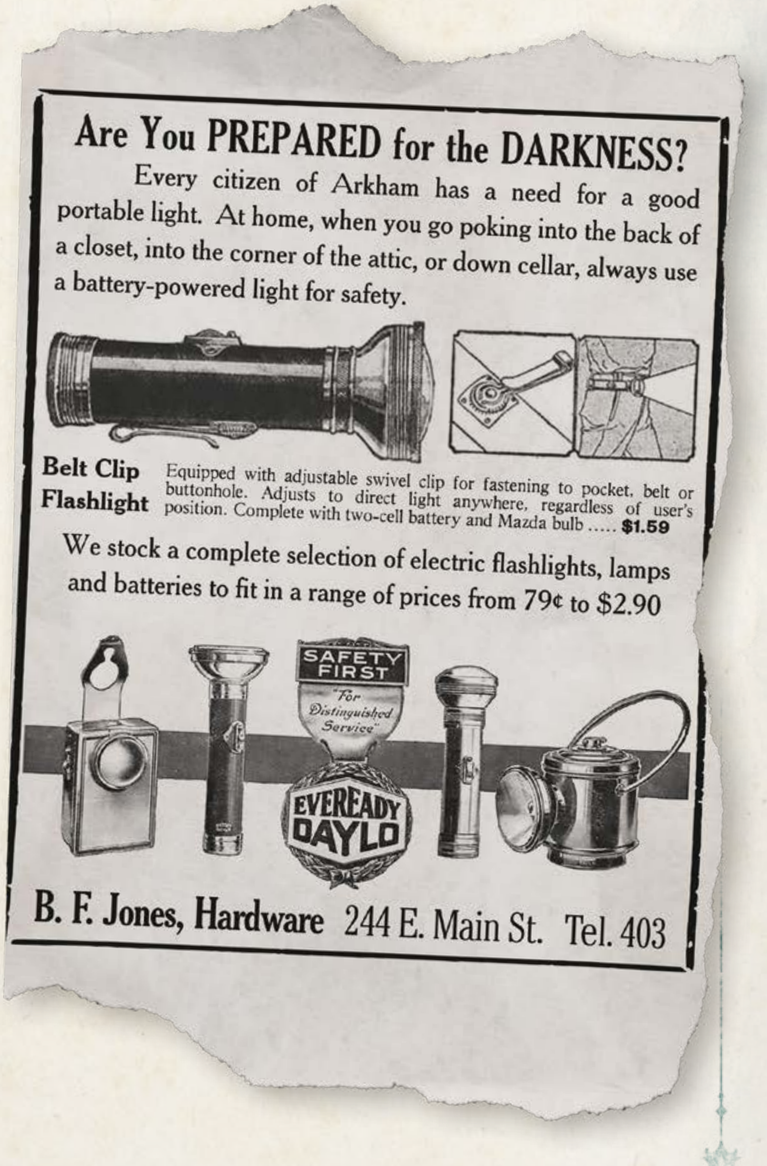
ORGANIZED MOBS

Some of Arkham's placid character has changed since the Eighteenth Amendment, which barred the sale and use of alcohol for consumption on January 16, 1920. Like many places, Arkham never really went "dry." Imbibers, anticipating lean years, hoarded beer, wine, and liquor. As those sources began to be exhausted, illegal liquor distribution networks from Canada and Europe grew and evolved. The money followed, as did turf wars and price competition.

Back to the days of the rum trade, alcoholism in the US was epidemic, linked with innumerable cruelties and brutalities, but the systematic prohibition against alcoholic beverages establishes systematic crime, concentrating fortunes in the hands of ambitious criminals.

In Arkham, the early days of the Eighteenth Amendment saw most of the alcohol coming into town through the hands of Giuseppe "Joe" Potrello (**The Italian Club**, 912), who profited handsomely from this roaring business—enough so that his main suppliers, the Boston Irish mob, decided to annex Arkham. Thus, backed by Boston money, Danny O'Bannion (**Lucky Clover Cartage Co.**, 412) was sent in to buy out Potrello "peaceable-like" and become the local kingpin. His offer refused, O'Bannion lured a Potrello henchman to Boston and there murdered him. Potrello, now realizing the threat, quickly struck a deal, giving up the booze business in favor of tiny operations in gambling and prostitution.

Opening the Lucky Clover Cartage Co., O'Bannion expanded sales of illegal alcohol in Arkham and plans to do the same across the entire Miskatonic Valley. Not satisfied with only one racket, O'Bannion has moved into running numbers among factory workers and in immigrant communities. As O'Bannion squeezes, Potrello retreats, knowing the game is lost. But, if he can find a way, Potrello's dreams of toppling O'Bannion just might, one day, happen.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OVERVIEW OF MISKATONIC VALLEY

The “Miskatonic Valley” stretches along the Miskatonic River Valley, from Dunwich in the far west to the Atlantic seaboard and the towns of Arkham, Kingsport, and Innsmouth. A brief overview of some of the important (or interesting) communities within or near to the bounds of the river valley follows. **Note:** fictional locales have the [F] notation.

Annisquam (pop. see Gloucester) settled in 1631. A small waterfront neighborhood, approximately 5 miles (8 km) from the center of Gloucester. Known for fishing and later granite quarrying (19th century), the area’s natural beauty caused the formation of an artists’ colony. Notable are the Annisquam Yacht Club and the Village Hall Association (comprising a library, meeting hall, art gallery, and history museum). Since 1846, tourists flock to the annual Sea Fair (last Saturday in July).

Aylesbury [F] (pop. circa 16,300) founded in 1802 by Elihu Beckford, an industrialist from Arkham, on the site of the former village of Broton. Area originally inhabited by the Nashaway Nipmuc and Sokoki Abenaki peoples. A planned industrial city, focused on textiles, and designed to be a utopic manufacturing center, financed by Arkham and Boston industrialists. Terminus of the Aylesbury Pike.

Bass Ridge [F] (pop. circa 40) settled 1668. Situated on the coast south of Innsmouth, this tiny village maintains a separate existence from its larger neighbor. Fishing is the main and only industry. A single general store caters to the inhabitants and occasional visitors, offering bait and tackle, groceries, and gasoline.

Beverly (pop. circa 22,300) settled in 1626 (as part of Salem); incorporated in 1668 and incorporated as a city in 1894. The area, formerly called Naumkeag, was part of the Agawam Indian Territory. Home of one of the first cotton mills in America (1788). Shoe manufacturing is a key industry from 1903 onward.

Bolton [F] (pop. circa 14,800) founded in 1650; incorporated in 1738. Located northwest of Arkham and south of Ipswich. An industrial town specializing in shoes, leather goods, and textiles. Not to be confused with the Bolton situated northwest of Boston.

Boston (pop. circa 748,000) settled in 1630 by Puritan colonists from England. Area originally inhabited by the Massachusett people. The capital of Massachusetts. Site of Bunker Hill, Faneuil Hall, the Boston Massacre, and the Boston Tea Party. Major industries include printing and publishing, textiles, and shipping. Boston Airport (from 1923) is run by the US Army Air Corps until 1928–1929 when the City of Boston takes ownership; the first commercial passenger flights start in 1927, flying between Boston and New York City, and run by Colonial Air Transport. Important libraries include the Boston Public Library, The Boston Athenaeum, the Massachusetts Historical Society, the New England Historical Genealogical library, and the Boston Society of Natural History.

Cambridge (pop. circa 110,000) incorporated 1846, a major suburb of Boston; first settled in 1630. Area originally inhabited by the Naumkeag people. Home of Harvard University, Radcliffe College, and the Massachusetts Institute of Technology (MIT). Cambridge is the site of the first printing press in America. Industries include education, printing and publishing, and the manufacture of soap, candy, ink, and electrical apparatus.

Concord (pop. circa 6,700) founded 1635. Originally called “Musketaquid,” an Algonquian word for “grassy plain.” Site of “the shot heard round the world.” Home of Ralph Waldo Emerson, Henry D. Thoreau, and Louisa May Alcott. In 1849, Ephraim Bull developed the Concord grape through experimentation with various native seeds on his farm, planting around 22,000 seedlings before producing the ideal grape. Birthplace of Ralph Waldo Emerson, abolitionist, lecturer, and leader of the 19th century Transcendentalist movement.

Danvers (pop. circa 11,100) located approximately three miles west of Beverly. Settled in 1626 and until 1757 known as Salem Village. Area originally inhabited by the Naumkeag of the Massachusett people. The center of alleged witchcraft activity in 1692 and the birthplace of Israel Putnam. Nearby is the Massachusetts State Hospital for the Insane. Birthplace of Eliza Putnam Heaton, noted journalist and poet, and Samuel Parris, the Puritan minister in Salem during the Witch Trials, was minister there for a time.

Dean’s Corners [F] (pop. circa 80) settled in 1821. A small town on the Aylesbury Pike and the last stop before Aylesbury. Originally a stop on the stage line, now Dean’s Corners occasionally trades with motorists on their way to Aylesbury. Primarily a dairy farming community, supplying milk, cream, and cheese to the locality and beyond.

Essex (pop. circa 1,500) first settled in 1634; incorporated in 1819. Originally inhabited by the Agawam people. Previously part of Ipswich, called Chebacco Parish. A coastal town famous for its shipyards and its clam beds, with its shipbuilding accounting for the majority of the town’s economy.

Fitchburg (pop. circa 41,100) settled in 1730; incorporated in 1764. Originally inhabited by the Nipmuc people. An industrial center from the 19th century, it hosts a large paper manufacturing industry, as well as producing tools, firearms, and clothing. Birthplace of noted astronomer Louise Freeland Jenkins, and home of Hiram Maxim, inventor of the first automatic machine gun.

Framingham (pop. circa 22,000) first settled in 1640, incorporated 1700. Area originally inhabited by the Nipmuc people. The town is situated on the Old Connecticut Path, an ancient trail used by the Indigenous peoples that ran from the Massachusetts Bay to the Connecticut River Valley. Industries include straw hats, boots and shoes, rubber goods, boilers, and patent medicines. Seat of the state arsenal and the location of the state reformatory for women. Birthplace of Crispus Attucks, sailor, stevedore, and the first casualty in the American Revolution.

OVERVIEW OF MISKATONIC VALLEY

Gloucester (pop. circa 23,100) first settled by English fishermen in 1623; incorporated in 1642. Area originally inhabited by the Agawam people. A popular summer resort that claims to have the best salt-water fishing port in the US. Within the city limits is the summer resort community of Annisquam. Home at one time to Howard Blackburn, a noted fisherman and adventurer, and birthplace of abolitionist Thomas Dalton.

Innsmouth [F] (pop. circa 350) founded in 1643. Straddles the Manuxet River, which runs through the middle of the village. Originally active in the China Trade. Launched many privateers during the Revolutionary War and War of 1812. Fishing is the main industry, although a small gold refinery remains in operation. The surrounding land is marshy and unsuitable for farming.

Ipswich (pop. circa 6,200) settled in 1633 as Agawam; incorporated in 1634. Area originally inhabited by the Agawam people. A summer resort and site of the oldest arched bridge in America. Famous for its clams and what may be the last witchcraft trial in the US, held in 1878. Birthplace of painter Arthur Wesley Dow and John Proctor, who with his wife was accused and hanged for witchcraft in 1692 during the Salem Witch Trials.

Kingsport [F] (pop. circa 7,700) founded in 1639; incorporated in 1651. Home port of numerous privateers during the Revolutionary War, the town has a long tradition of fishing and maritime trade. Now known for its flourishing tourism and as a summer resort, and artists' retreat, many of whom have settled and formed a creative "artist colony."

Lowell (pop. circa 113,000) incorporated in 1826. Located by the Merrimac River. Industrial city, home to textile mills and was, in the 1850s, the largest industrial textile manufacturer in the US, attracting many migrant workers. Birthplace of painter James McNeil Whistler and also Walker Lewis, an early abolitionist active in the Underground Railroad who lived here for nearly 30 years.

Lynn (pop. circa 99,300) founded 1629. Area originally inhabited by the Naumkeag people. Industrial city famous for shoes and boots since 1636. The first smelting works in New England appeared here in 1643. General Electric plant manufactures arc lights and electric motors. Famous for the label the "City of Sin" due to reputation for crime. Home (from 1841) of Frederick Douglass, writer and abolitionist, and birthplace of pioneer aviator Ruth Law Oliver.

Manchester (pop. circa 2,500) settled 1629; incorporated in 1645. Area originally inhabited by the Agawam people. Known for fishing and as a resort town. Considered by some to be the most beautiful on the Atlantic coast, and a favorite summer residence of many foreign diplomats. Famous for its Singing Beach, where the sand "squeaks" when walked upon. Birthplace of Elizabeth Porter Gould, a poet and suffragist, and also final home of Junius Brutus Booth Jr., brother of assassin John Wilkes Booth.

Marblehead (pop. circa 7,400) settled in 1629; independent from Salem in 1649. Area originally inhabited by the Naumkeag people. Launched numerous privateers during the Revolutionary War and the War of 1812. A popular summer resort and a yachting center. Principal industries include the manufacture of children's shoes, fishing, and yacht and launch building. Claimed by some to be "the birthplace of the American Navy." Home of Wilmot Redd, accused of witchcraft and hanged in 1692 during the Salem Witch Trials. Also, birthplace of Ashley Bowan, the first American sailor to write about his experiences on the sea in an autobiography.

Martin's Beach [F] (pop. circa 850) first settled in 1644. Small fishing village with a picturesque beach that attracts day visitors and tourists in the summer season. Fishing remains the key economy, alongside home-spun crafts and tourism.

Newburyport (pop. circa 15,700) settled in 1635; independent of Newbury in 1764. A manufacturing town and shipping port, active in privateering during the Revolutionary War and War of 1812. Famous for its smugglers. Before the Civil War, it was an active fishing, whaling, and trading port, and as a silverware manufacturer. Home of John Quincy Adams (between 1787–1788) and birthplace of Edmund Pearson, a librarian and author of true crime studies.

Quincy (pop. circa 48,000) settled in 1625 as Merry Mount, a community reputed to have danced around maypoles and worshipped Dagon—these original settlers were driven off by members of nearby Puritan communities. Area originally inhabited by the Massachusett people. Home of the first commercial railway in the US and a pioneer in aviation with one of the first airports (supported by Amelia Earhart). Also, a shipbuilding center. Birthplace of John Adams, John Quincy Adams, and John Hancock.

Rockport (pop. circa 3,900) settled in 1690, independent of Gloucester in 1840. Area originally inhabited by the Agawam people. Provided timber for shipbuilding, granite for numerous cities, and was a fishing port. Notable as a summer resort, and famous for its large artist colony.

Ross's Corners [F] (pop. circa 40) settled in 1786. Small hamlet with minimal amenities supporting a handful of farms.

Salem (pop. circa 42,600) founded in 1626; incorporated in 1836. Site of the Salem Witch Trials of 1692. Area originally inhabited by the Naumkeag people. Salem was once very active in the trade with China, and was home of America's first millionaire, Elias Hasket Derby. The town launched many privateers during the Seven Years War, the Revolutionary War, and the War of 1812. During the 19th century, as shipping declined, manufacturing increased with shoe factories, textiles, and tanneries. Birthplace of Nathaniel Hawthorne, author of *The House of Seven Gables*, and activist and abolitionist Sarah Parker Remond.

Worcester (pop. circa 178,000) settled in 1657; incorporated in 1722. Area originally inhabited by the Nipmuc people. Industries include wire, textiles, and machinery—the Royal Worcester Corset Co. became the largest employer of women in the US in 1908. Home at one time or another to Elias Howe, inventor of the sewing machine, Dorothea Lynde Dix, social reformer and mental health advocate, and Clara Barton, founder of the American Red Cross

Chapter 2

Arkham Investigators

This chapter looks at investigators living and working in Arkham. Notable skill updates and the acquisition of new skills or the improvement of existing ones are discussed below, as well as an optional Arkham reputation mechanic. Following these, there are a number of clubs and societies noted as possible places for membership, alongside some ideas on investigator organizations that player groups may wish to explore and build into their campaigns. Details concerning other aspects of operating in Arkham are in **Chapter 3: Arkham Miscellany**.

Investigator Types

Just about all the various 1920s-era occupations described in the *Call of Cthulhu: Keeper Rulebook* and the *Investigator Handbook* are appropriate for Arkham-based investigators. Character generation remains the same, using the same Backstory entries, allowing each player to tailor these further for their investigator—however, the following Backstory inspiration tables are modified for Arkham campaigns; these are optional for the player group to consider alongside the standard Backstory options in the core game books noted above.

Significant People (Arkham)

First, decide who is significant in the investigator's life in Arkham, choosing or rolling 1D10 for inspiration.

Significant Person: Who

1. **Academia** (teacher, principal, professor, MU staff).
2. **Entertainment** (works in a theater or movie house, runs an attraction, is a performer).
3. **Service & Trade** (retail, hotel, restaurant, factory operative, craftsperson, and so on).
4. **Medical** (health care professional, public or private care, contact in a hospital).
5. **Journalism** (editor, reporter, photographer, freelance writer, and so on).
6. **Professional** (hairdresser, legal, instructor, funeral director).
7. **Transport** (driver, mechanic, office operative).
8. **Public** (police, court, librarian, energy operative, fire dept., local authority).
9. **Religious** (leader, volunteer, support worker).
10. **Clandestine** (criminal, bootlegger, speakeasy staff).

Use the **Arkham Directory** (page 63) to identify a suitable entry—the Keeper can refer to its detailed description in the Neighborhoods section in **Chapter 4**, using this to suggest a named NPC, or the player and Keeper can create a new NPC linked to that location. Then, determine the nature of the relationship, choosing or rolling 1D10 for inspiration.

Significant Person: Why

1. **You owe them** (a favor, money, time?).
2. **They owe you** (a favor, money, time?).
3. **They taught you something** (a skill, a lesson in life, the error of your ways?).
4. **They give your life meaning** (a parent, a lover, a partner, a child?).
5. **You idolize them** (due to their fame, notoriety, beauty, wealth?).
6. **You wronged them and now feel guilty** (what did you do?).
7. **They wronged you and they feel guilty** (what did they do to you?).
8. **You seek revenge** (what did they do, what sort of revenge?).
9. **You despise them** (are they a bully, hateful, better than you?).
10. **You shared something** (an experience, property, childhood?).

Meaningful Locations

1. **Your home in Arkham** (current or your family home).
2. **Miskatonic University** (a hall of residence, a specific school, a location on campus).
3. **Your school in Arkham.**
4. **A workplace** (where you know everyone, spent much time, enjoyed the work).
5. **Public area** (Independence Square, the town library, by the river, and so on).
6. **Restaurant or bar** (your favorite food/drink, a speakeasy, where you can relax).
7. **Connected to your belief** (a church, organization, and so on).
8. **Cemetery** (where a significant person or loved one rests).
9. **Somewhere quiet where you can get away from it all** (choose a street or place).
10. **Out of Arkham** (pick an area/location outside of town and determine why).

Experience Packages

The optional experience packages described in the *Call of Cthulhu: Investigator Handbook* (pages 61–62) may be worth incorporating into an Arkham campaign. Notably, for starting around 1922, consider the War Experience Package as male investigators are likely to have served in the armed forces in some capacity during the Great War (1917 to 1918 for US citizens, 1914 to 1918 for most other nationalities), and, likewise, female investigators may have played a role in the war also, as support staff, industrial workers, or in some other expert capacity. Work with the Keeper to modify the experience package accordingly; thus, if a nurse in the war, use the Medical Experience Package, or if a journalist reporting from near front lines, modify the War Experience skills accordingly (perhaps switching out Firearms for a Language or the Stealth skill).

Home

The Keeper, along with possible player suggestions, should determine where the investigators live in Arkham. An investigator could live anywhere in town, but which neighborhood best suits their occupation, status, and Credit Rating? There are numerous buildings on the town map that are "blank" and undetailed, enabling them to become investigator residences; alternatively, perhaps they have long-term accommodation in a guesthouse or even a hotel? Perhaps their residence is a temporary lodging, and they seek a more permanent address—but have yet to persuade the bank manager for a mortgage, or need to save more money for a down payment?

Work

The **Arkham Directory** (page 63) can provide inspiration for where an investigator works in Arkham—assuming they have a day job. Alternatively, pick a "blank" building and create the business or enterprise (perhaps the investigators work there or run things?). It could be the investigators are students or MU faculty. If so, do they live on campus in one of the halls or rent a room in town? Maybe the investigators are new to Arkham or else pursue a different lifestyle where "work" plays no part?

Some groups may wish to handwave the specific details of employment, which is fine (focus on the fun stuff), although building connections in Arkham can be very worthwhile and both broaden and deepen the field of play in a campaign. Establishing a variety of work contacts, hangouts, and so on, as play progresses can be useful foundations to further develop character and provides the Keeper with plenty of potential plot hooks to use to make the investigators part of Arkham's fabric.

Asking for Directions

Arkham Skills

This section describes two revised skills related to Arkham, two new general skills (one of them optional), and also details how investigators may improve and learn new skills while residing in Arkham.

Navigate (Arkham) (% varies)

This revised skill is pertinent only for campaigns set in Arkham and the wider Miskatonic Valley, and optionally allows investigators to have the skill specialization of Navigate (Arkham), with a starting base determined by their association with the town:

- **Born and raised in Arkham:** starting base skill 40%.
- **Born in Arkham but has lived elsewhere for a significant period:** starting base skill 20%.
- **Born elsewhere but has lived in Arkham for one to two years:** starting base skill 1D10+10%.
- **Born elsewhere and has only just moved to Arkham:** starting base skill 1D6+1%.

This skill embodies a character's knowledge of Arkham in terms of finding their way around the streets and knowing where key landmarks or important buildings/areas are located. In all respects, it acts like the standard Navigate skill, just focused down to Arkham's geography. Assume success means a character gets to where they want to go without trouble or delay, with higher levels of success possibly meaning they find a new shortcut or make the journey faster than expected. Failure may mean getting delayed for a time or even sidetracked, while a fumble or pushed failure could mean getting lost and stumbling into a "bad" place at the wrong time (such as running into a mugger or a dispute of some kind), or simply identifying the wrong address or location. Of course, a Keeper should only call for a Navigate roll when it's dramatic—when time is of the essence or when locating the correct address is of paramount importance (i.e., breaking into the wrong house could result in a nasty surprise!).

Additionally, this skill can act as a shorthand for a person's general knowledge of Arkham (where's where and who's who), although one should generally use the History (Arkham) specialization when dealing with knowledge of the town's past—see **History (Arkham)**, following.

Note: this skill may be too much fuss for some, who may prefer to simply use the standard Navigate skill. If this is the case, ignore this specialization for investigators, and use it just for non-player characters (NPCs) as a gauge of their familiarity with the town, identifying their knowledge of Arkham's hidden nooks and crannies.

History (Arkham) (% varies)

Again, a specialization pertinent only to residents of Arkham and the Miskatonic Valley, optionally allowing investigators to have the skill specialization of History (Arkham) with a starting base dependent on their association with the town:

- **Born in or has lived in Arkham for at least 10 years**: starting base skill 30%.
- **Born elsewhere or has lived in Arkham for fewer than 10 years:** starting base skill 1D10%.

This skill embodies a character's knowledge of Arkham's past, the history of certain locations and people, and the ability to recall certain significant events and so on. Commonly known town history may not require a roll or, if necessary, a Regular roll at most, while more esoteric or obscure information might require a Hard success. Failure indicates either a lack of relevant knowledge or the inability to recall the information without consulting a book or similar. A fumble or pushed failure may mean the information recalled is incorrect, setting the investigator down a wrong path or having them make a wrong assumption that could prove troublesome or dangerous later; perhaps, in conducting further research, the investigator tips off an enemy.

Note: this skill may also be too much fuss for some, who may prefer to simply use the standard History skill. If this is the case, ignore this specialization for investigators, and use it just for non-player characters (NPCs) as a gauge of their familiarity with the town's past.

New Skills

Reassure (APP/5) (Optional)

While the field of psychoanalysis is developing and provides a scientific approach to mental health, calm words and intuitive insight from a caring person can sometimes work wonders when it comes to soothing a troubled mind. This optional skill may be incorporated and chosen by investigators at character creation with the Keeper's agreement, with a base starting value of APP divided by five; if desired, personal interest skill points may be invested to increase the skill above its starting base value.

A successful Reassure roll enables the recipient to recover +2 Sanity points (which cannot take them above their maximum SAN value) per event; an "event" being a situation where an investigator has lost Sanity, and each event may only be "treated" once in this fashion. If the investigator fails the roll, they recover no Sanity points, while a fumbled or failed pushed roll inflicts –1D4 Sanity loss. In addition, successful use halves the length of time needed to recover from temporary insanity and can allow a character to ignore the effects of a phobia or mania for a scene or approximately 1D6 minutes as appropriate. It can also help a person suffering from a delusion (due to underlying insanity) to see through their hallucination. Note that an investigator cannot use this skill to soothe their own mind.

Opposing skill/Difficulty level:

- **Regular difficulty:** help someone overcome mental trauma from a recent, past event; overcome a phobia or mania in the current situation; see through a delusion.
- **Hard difficulty:** help someone overcome mental trauma when the cause is still present, or the situation is otherwise desperate and dangerous.

Pushing examples: taking more time; removing to a safer or calmer place.

Sample consequences of failing a pushed roll: target suffers –1D4 Sanity loss; target reacts badly and the friendship between the characters is damaged, or the target lashes out at their helper.

Religion (10%)

Knowledge of human religions, belief or faith systems, and mythologies; covering doctrine, practice, and history of traditions. This may be knowledge based on one's own cultural upbringing, although a high skill may suggest some form of formal or amateur study of comparative religions. The Religion skill focuses on the understanding of what may be regarded as "major world religions," such as Christianity, Judaism, Hinduism, Islam, Buddhism, Shinto, Sikhism, and so on. Additional specialties in a specific religion or belief system that falls outside of the "major world religions" are available, such as Religion (Celtic Paganism), (Berber), (Cherokee), and so on. Thus, for example, an investigator may have Religion 40% and Religion (Lakota) 20%.

This skill can be used to know how to enter or identify a sacred space, respectfully join in a ritual, know the correct way to address a practitioner, the purpose of a ritual, understand key mythologies, and so on. In addition, it may be used in identifying if a "text" is heterodox or heretical (assuming understanding of the language).

Using this skill in relation to a human belief system considered fringe, obscure, or unfamiliar to the "mainstream" requires a Hard success to provide adequate and useful information, unless an investigator has taken the specific religion or belief system as a specialty, in which case, the roll would be Regular.

Note: the Member of the Clergy and Missionary occupations (*Call of Cthulhu: Investigator Handbook*) may substitute the Religion skill for any one of the skills listed for those professions.

Opposing skill/Difficulty level:

- **Regular difficulty:** understand a religion's core beliefs, history, and forms of address.
- **Hard difficulty:** identify religious accoutrements, rituals, or history associated with a lesser-known spiritual practice.

Pushing examples: taking more time to study a site, text, or item; conducting further research; consulting another expert; participating in a spiritual retreat within the religion in question.

Sample Consequences of failing a Pushed roll: the investigator causes offense or draws hostile attention; they recall erroneous information, leading to some form of blunder. If an insane investigator fails a pushed roll, the investigator's own faith may crumble; they undergo some form of radical conversion experience or begin to question their own belief system.

Improving Investigator Skills

Short and longer-term courses offered by the University, private schools, individual instructors, and participation in certain clubs offer ways for investigators to increase their skills, as well as learn new ones. Numerous places and people who can provide instruction are detailed in the **Arkham Directory** (page 63). Some possibilities include:

- **Ivan Toledo School of Dance** (417).
- **Miss Christian's School for Modern Women** (120).
- **School of Positive Thinking** (712).
- **Southside Gym** (717).
- **N. E. School of Bookkeeping** (722).
- **Arkham Historical Society** (901).

- **Eye of Amara Society** (910).
- **Marching Miskies Headquarters** (606).
- **University Players (Miskatonic Players' Hall** 604).
- **Arkham Gun Clu**b (E. Parrington Gunsmith, 415-B).

As necessary, the Keeper can use the skill benefits stated for the above locations to fashion similar courses and learning elsewhere in Arkham. Usually, a course of study requires "uninterrupted" attendance in order to grant improvement in a skill, as breaking off study to go adventuring can delay the chance to improve. In such matters, the Keeper is the final arbiter, although a certain degree of leniency is suggested, and rather than offering no skill improvement at all when an investigator misses a couple of lessons due to time spent digging in graveyards (or whatever else investigators get up to), the Keeper is advised to modify the reward, perhaps halving an increase from 10% to 5%, and so on. After all, a little learning is often better than none.

Note: this book does not cover the university student experience in detail; Chaosium's *Miskatonic University* sourcebook provides a more in-depth discussion of life on campus.

General Guidance

Unless specifically stated in an Arkham location's "benefits" section, the Keeper may assume the following criteria regarding skill learning and development.

Length

How long it takes to learn or improve is somewhat elastic. The baseline is set at four months to gain a +1D10 skill increase; however, intensive weekend or two-week courses (and so on) may offer the potential for an increase within a shorter time. Such matters should be determined by the Keeper, who should err on the generous side when appropriate—see **Amount of Increase** below for more on this.

Willpower

If necessary, the Keeper may call for a POW roll to determine if an investigator has studied appropriately, such as practiced essentials, revised, completed their homework, and so on. Such a request should only occur if the learning is taking place in the middle of a scenario/adventure, i.e., does the investigator have the time to focus when they are on the trail of a Mythos incursion?

To keep things smoothly running, investigators should undertake learning between adventures, when their focus is not elsewhere. Thus, during a campaign, an adventure may take place over the course of a few days to a month, with the next adventure not actually starting till three or six or even twelve months later. Therefore, one may assume that the investigator is learning/training during these intervals. For example, let's say an investigator is trying to increase a Language skill but, every other month, they become embroiled in an adventure. To gain the potential of a Language increase, they need four months of study; thus, they study every other month between their adventures, and so it actually takes eight months (doubling the time) to qualify for the increase. In this example, no POW roll is necessary as the learning is happening outside of "adventure" time.

Amount of Increase: Existing Skills

The standard increase for a skill already known (i.e., where points have previously been invested beyond the skill's starting base value) is +1D10 points. For simplicity and progression, a Keeper can elect to ignore the roll and just award a +5% average. Depending on whether a slower or quicker pace of skill progression is preferred, the Keeper can elect to modify increases; accordingly, such a decision should be applied generally.

Improving Skills

Another factor to consider is the quality and/or length of the course: does an intensive weekend course provide the same increase as a four-month one? Some suggestions for both progression speed and quality are below—each Keeper should consider what they want to achieve: investigators increasing their skills quickly and becoming masters in their fields, or a moderate or slower progression.

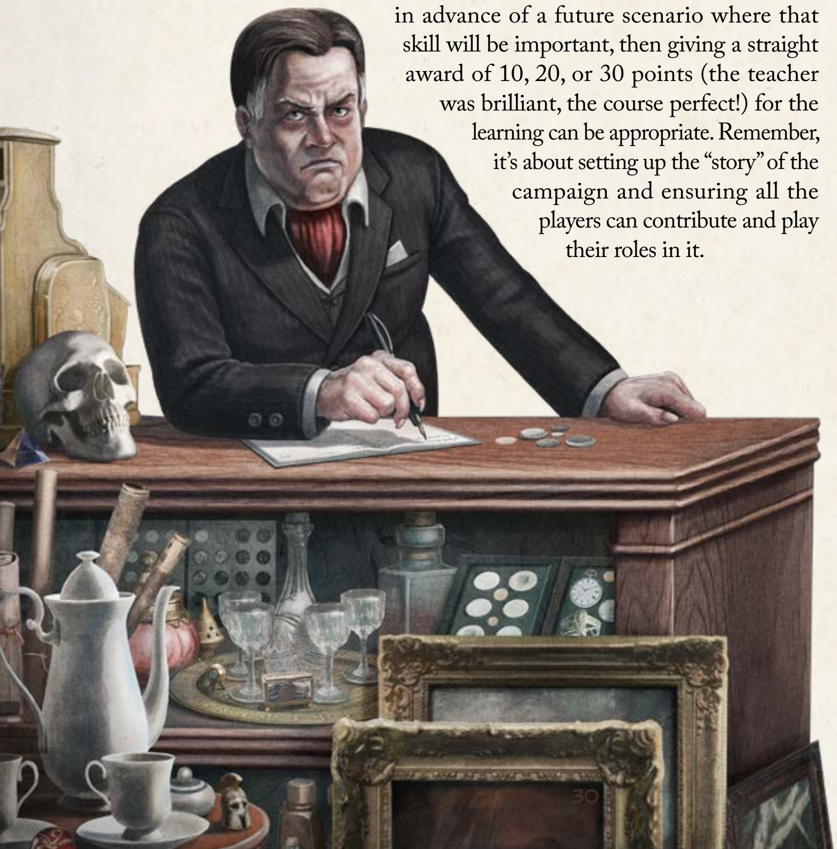
- Slow progression, poor-quality, or short course: +1D4 points (can be averaged to +2 points).
- Standard progression, average quality training, circa 3–4-month course: +1D10 points (can be averaged to +5 points).
- Quick progression, best quality training, intensive or 6+ month course: +10 points.

Such increases may be automatically awarded on course completion, although any skill already at 50% or higher requires that the investigator make a skill improvement check (aiming to roll above their current skill value) to see if they have actually learned anything new and worthwhile. If they pass the roll, they get the increase; if failed, they gain half of the increase or none at all (Keeper's discretion). The Keeper may optionally ignore this rule if they are seeking faster character progression, although an improvement check is still advised when a skill reaches 70%.

Usually, just one skill can be developed at time. Kind-hearted Keepers may allow two skills to be developed if the player can justify why. Trying to develop a skill already at 50%+ means solely focusing on that and nothing else.

Amount of Increase: New Skills

When learning a new skill (i.e., where the investigator has invested no points beyond the skill's base starting value), the same principles apply, with the skill increase having a baseline of +1D10+1 percentile points. Depending on the skill, the tuition, and dedication of the investigator, a kind Keeper might simply award +10 points with no roll, or even 10+1D10 points if the situation and course warrants it. As always, the Keeper must tailor their game to mesh with the players' expectations and the projected course or plan for their campaign. Thus, if the Keeper needs the investigators to learn German in advance of a future scenario where that skill will be important, then giving a straight award of 10, 20, or 30 points (the teacher was brilliant, the course perfect!) for the learning can be appropriate. Remember, it's about setting up the "story" of the campaign and ensuring all the players can contribute and play their roles in it.



Reputation (Optional)

A campaign played in Arkham means that many of the town's NPCs may become the investigators' neighbors or acquaintances. Thus, the outward appearance and antics of an investigator can affect their local reputation, for good or ill. A good reputation plays well with those in authority, like the police and Arkham's elite, while a poor reputation can adversely affect social interactions and even cause once-friendly local contacts to distance themselves.

Gossip is a staple in Arkham and investigators will find that most residents quickly get all the news not fit to print—remember, tongues are quick to wag and not always charitably. This optional rule considers such things, and the Keeper should discuss its implementation with the group to ensure it suits the desired style of play.

Investigator choices and actions can alter some NPCs' perceptions, so an investigator's reputation can fall or rise. Changes to reputation should be part of a scenario's conclusion and its modifiers considered when participating in social activities or when dealing with pertinent people (be they authority figures or crime bosses, etc.)—thus, it should only play a part when the Keeper feels a character's reputation is applicable and appropriate to the situation, and it should not be something to continually reward or bash the investigator with. Additionally, reputation plays no role outside of Arkham—it may extend to some locations in the Miskatonic Valley, although this is, in the main, unlikely and certainly plays little to no role elsewhere, such as in New York City or Boston.

Reputation in Arkham uses the standard bonus and penalty system for social interactions, aligned to a series of reputational "steps." Each investigator can be described as having a status per **Table: Arkham Reputations**. Thus, an investigator's status may affect social skill rolls like Charm, Fast Talk, Intimidate, and Persuade, and, at the Keeper's discretion, other rolls like Credit Rating and so on when dealing with significant NPCs in Arkham.

Each investigator starts with a reputation of "Respectable." For the most part, investigators will probably remain Respectable for the majority of the time; however, if they engage in public behavior that could raise or lower their status, the Keeper may ask them to make a Luck roll at the end of the current scenario (during the Development Phase) to determine whether their status has changed. The Keeper should discuss with the player concerned whether the behavior warrants a status change, given their character's actions, although the Keeper has the final say whether to request the Luck roll.

Status Check (Luck Roll)

- **Acting positively & Luck roll successful:** people saw the investigator's actions and are talking about their notable behavior; status is Distinguished.
- **Acting positively & Luck roll failed:** no one saw the investigator or, at least, no one has gossiped about it; status is Respectable.
- **Acting negatively & Luck roll successful:** no one saw the investigator's antics or, at least, no one has gossiped about it; status is Respectable.
- **Acting negatively & Luck roll failed:** "someone" saw the investigator's antics and gossip has begun to spread; status is Shameful.

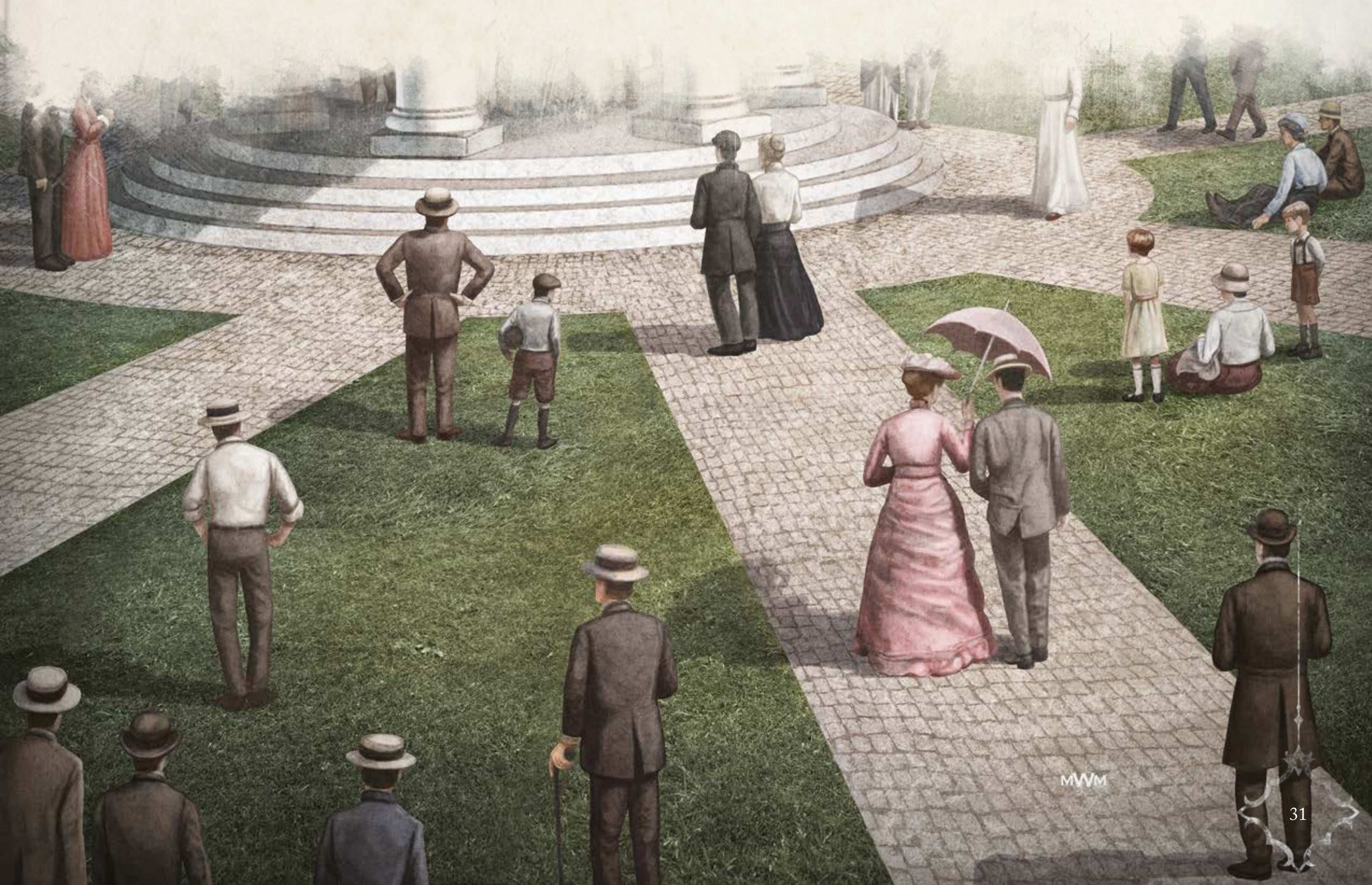
TABLE: ARKHAM REPUTATIONS

Record an investigator's current status in the My Story or Personal Description boxes on their Investigator Sheet.

Status	Descriptor	Social Interaction
Celebrated	Well respected; noted for good works in the community; authority figure; somewhat famous.	Two bonus dice
Distinguished	Seen as doing good; honorable mention in newspaper; local hero.	One bonus die
Respectable	Average person; undistinguished.	No bonus or penalty dice
Shameful	Seen acting suspiciously or oddly; in trouble with police; accused/convicted of crime; bad press; considered a scoundrel.	One penalty die
Notorious	Known criminal; disreputable; dishonorable; lots of bad press; untrustworthy; considered malicious or plain bad.	Two penalty dice

Applying the Modifiers

When applying a modifier to a social interaction the Keeper should consider the status of the NPC concerned—whether they are "villainous" or "heroic"—as the modifier could change from a bonus to a penalty, and vice versa. Usually, the modifier remains the same, but the Keeper should consider reversing it when they feel the situation warrants it, as determined by whom the NPC is and their view of the investigator. For example, a Shameful investigator normally gets a penalty die, but if they were trying to Persuade a local crime boss, the penalty may become a bonus as the investigator is known for being shady, so gains merit with the criminal.



EXAMPLE

During the course of an adventure, Audrey breaks into a house to search for clues. As it's daytime and the street is busy, there are potentially numerous witnesses who might notice and recognize her, especially as Audrey fails her Stealth roll to go unnoticed. Thus, the Keeper makes a note to remember to check Audrey's reputation when the next Investigator Development Phase occurs.

Having completed the adventure, the Keeper discusses Audrey's antics with the player concerned and both agree that they warrant a Status Check (Luck roll). The result is a failure. As Audrey was acting in a negative manner, this means her status moves from Respectable to Shameful.

Things Get Worse or Better

Once status has moved up or down one step from Respectable, the new status remains for the duration of the next scenario or 1D4 weeks of game time (as appropriate), after which it automatically moves back to Respectable—as long as the investigator has done nothing publicly in that period that would require another status check. If another check (for good or bad) takes place, then the investigator makes another Luck roll. Apply the same outcomes as noted above, using the appropriate result.

EXAMPLE

During the course of the next adventure Audrey manages to avoid being seen doing anything untoward. Come the next Development Phase, Audrey's status returns to Respectable.

*But, if someone spotted Audrey, say, breaking into another house or perhaps verbally abusing someone in the middle of a busy street, then the Keeper would be within their rights to ask for another Status Check. This time, the Luck roll is successful; so, using the "**Acting negatively & Luck roll successful**" result, the outcome is that Audrey gets away with it this time and her status returns to Respectable. Alternatively, let's say she failed the Luck roll. Using the "**Acting negatively & Luck roll failed**" result means that Audrey's status is unchanged, remaining at Shameful.*

*If, on the other hand, Audrey had gone out of her way to be kind while out in public, perhaps helping old ladies to cross the street or some other noticeable "good" acts, a Status Check could apply. In this case, with a successful Luck roll and using the "**Acting positively & Luck roll successful**" result, Audrey's status returns to Respectable.*

If an investigator continues acting significantly negatively in public and, possibly, has repeated interactions with the police and so on, then the Keeper may ask the player concerned to check whether their status moves to Notorious, using a Luck roll as described above—changing the result from Shameful to Notorious. Likewise, significant positive acts that appear in the press may cause status to change from Distinguished to Celebrated. Both of these changes are significant, and both require momentous or substantial actions on the investigator's part, not run of the mill stuff. Once a status changes to either Celebrated or Notorious it remains in place for 1D6 months, before automatically stepping back to either Distinguished or Shameful. Of course, if the investigator continues to act significantly in a Notorious or Celebrated manner, the Keeper may state the investigator's current reputation stays the same. Think of Al Capone, courting the press while his criminal activities are an open secret, perpetuating his "Notorious" status.

Much concerning reputation is a judgment call by the Keeper, who should discuss potential changes with the group to ideally reach a consensus. Likewise, the timescales suggested are mutable, and it is within the Keeper's purview to modify these, factoring the scale of the investigator's actions and the Arkham community's awareness. Lastly, as mentioned in **Applying the Modifiers**, sometimes status can work in strange ways—Al Capone more or less negated his "Notorious" reputation through bribes and intimidation, or else the fact he was "Notorious" was sometimes a "bonus" when dealing with people. Consider each situation and apply a bonus or penalty accordingly.

Clubs, Societies, & Investigator Organizations

Joining a club, society, or organization is a useful way for an investigator to get to know people, build contacts, learn and improve skills, and access information. Equally, such membership provides the Keeper with a ready source of potential plot hooks or means to draw investigators into adventures.

As well as the benefits noted above, Keepers can modify existing or create new clubs to work as "investigator organizations" as outlined in the *Call of Cthulhu: Investigator Handbook*. Indeed, many of the ready to use organizations in that book can be adapted for Arkham, as can the ones from *Pulp Cthulhu*. Alternatively, some of the societies detailed in **Chapter 4** can become investigator organizations (see example list following) or the Keeper and players can create their own to serve for an Arkham campaign.

Arkham Societies

Various organizations exist and many can bestow tangible benefits for their membership. Here's a list of examples with their Chapter 4 location entry number in parentheses.

Arkham Amateur Theatre Company (**Manley Theater**, 106)
- **Suitable for:** budding thespians, stagehands.
- **Interests:** theater, socializing.

Arkham Chamber of Commerce (127)
- **Suitable for:** business owners, professionals, journalists, wealthy types.
- **Interests:** development and growth of Arkham, building valuable business and local government contacts.

Arkham Gun Club (**E. Parrington, Gunsmith**, 415-B)
- **Suitable for:** anyone with wealth.
- **Interests:** firearms, sports, hunting.

Arkham Historical Society (901)
- **Suitable for:** anyone.
- **Interests:** local history and its preservation.

Arkham Society for the Prevention of Cruelty to Animals (635)
- **Suitable for:** anyone.
- **Interests:** prevention of cruelty to animals, care of animals.

First Ladies of Arkham (813)
- **Suitable for:** ladies who can trace their ancestry back to Colonial times or able to demonstrate an "Arkham lineage," or else are wealthy.
- **Interests:** civic welfare, good works, charity, patriotic Americanism.

Eye of Amara Society (910)
- **Suitable for:** writers, poets, artists, occultists, professionals, academics, researchers.
- **Interests:** the occult, magic, folklore.

A Meeting of Minds

Italian Club, The (912)
- **Suitable for:** men of Italian heritage.
- **Interests:** the Italian community, business, socializing.

Masonic Lodge (108)
- **Suitable for:** business owners, professionals, local government, academics, law enforcement, wealthy types. Note that an informal associate group for women exists, which meets separately and is essentially unconnected to the main organization.
- **Interests:** fraternity, civic welfare, good works, charity, reinforcement of "traditional" values, building valuable contacts.

Miskatonic Athletic Association (605)
- **Suitable for:** men (business, professional, tenured academic, wealthy types).
- **Interests:** socializing, drinking, (sometimes) sports.

Miskatonic Club (804)
- **Suitable for:** wealthy men (business, professional, academic).
- **Interests:** socializing, hiding away from life's concerns, privacy.

Miss Andrews' Social Parlor (903)
- **Suitable for:** elderly ladies (retired, wealthy types).
- **Interests:** socializing, games.

Rotary Club (206)
- **Suitable for:** younger and enthusiastic types.
- **Interests:** civic welfare, good works, charity.

School Board (**Town Hall**, 217)
- **Suitable for:** parents, school staff, local government.
- **Interests:** education, town wellbeing.
- **Note:** members are popularly elected; a position carries local prestige.

Each is obviously concerned with specific interests, but that doesn't mean that an "inner circle" of members can't be devoted to combating the Mythos (if using as a basis for an investigator organization). Otherwise, many of these group encompass a relatively broad spectrum of membership draw from across Arkham. Credit Rating, gender, and other factors may suggest or preclude certain investigators in some of the clubs. Entry into a society may be simple (pay a fee), while others may have more rigorous recruitment methods and require an investigator to jump through a few hoops, making them have to work for it. The goal of acceptance by a club could become a character goal for a specific investigator, perhaps having to find ways to "grease the wheels" by spending time to become acquainted with existing members so they may put in a good word, or donating something to earn some recognition, such as a previously unknown manuscript that the members of the Arkham Historical Society would be eager to obtain.

University Clubs

Student investigators might seek to join one of the fraternities or sororities. While this book doesn't cover the full student experience (see Chaosium's *Miskatonic University*), there is enough here for most to run with this idea and develop it according to the Keeper's campaign ideas and goals. Included here are the musicians of the Marching Miskies and the theatrical types of the Miskatonic Players, which both act like a fraternity-sorority. Likewise, there are many possible clubs on campus, including astronomy, outward bounds, fencing, sailing, debating, and so on. Not forgetting the students, academic staff, and local "experts" of the MU's Society for the Exploration of the Unexplained (SEU) who gather to share experiences and investigate strange matters (*Call of Cthulhu Starter Set*).

University Societies

- **Arkham Skulls House** (803).
- **Arkham Bees House** (628).
- **Marching Miskies Headquarters** (606).
- **Miskatonic Players' Hall** (604).
- **Miskatonic Ladies Shooting Club** (see box nearby).
- **Sigma Tau Alpha Gamma House** (631).
- **Society for the Exploration of the Unexplained** (*Call of Cthulhu Starter Set*).

Religious Organizations

Societies are not limited to social or business affairs, as Arkham's numerous churches each embody a small community of their own. Apart from the expected religious aspects, many churches also organize and host numerous clubs or regular society gatherings, from Saturday morning coffee meetups to athletics and boxing instruction. Joining the neighborhood church can be a useful way to get to know people and take part in a potentially wide range of activities, which could include missionary work outside of Arkham or "learning" vacations to sister churches around the world.

The Keeper should consider carefully about the church where the investigators live and figure out what sort of activities and groups it hosts. Could such institutions form the basis for an investigator organization or the means for the investigators to build contacts, improve skills, and/or find information?

Other Clubs

There are no reasons why certain societies drawn from other *Call of Cthulhu* books and campaigns can't have a branch of sorts based in Arkham. If the Keeper wishes to create a local branch of the Hermetic Order of the Silver Twilight (from Chaosium's *Shadows of Yog-Sothoth* campaign), then, go for it. Likewise, maybe a small adjunct office of the Caduceus Foundation (from *The Two-Headed Serpent*) operates out of Arkham, perhaps identifying and recruiting people to its cause.

There's plenty of blank canvas left for the Keeper in Arkham. Whether by Keeper design or through the instigation of the investigators, new clubs and societies can be created to suit the narrative of the campaign. When creating a new club, use the ones in this book as a template, particularly where skill improvement benefits are concerned. Perhaps, in time, the investigators become a club's leadership team, realigning its agenda and interests. Again, such things help to weave the investigators into Arkham's fabric.

MISKATONIC LADIES SHOOTING CLUB

Coached by officers from the Arkham Police Department, ladies at MU and those living and working in Arkham have the opportunity to learn the care, maintenance, and use of firearms. Each year, the club takes part in various shooting competitions, with the most notable being the Massachusetts State Women's Shooting Finals. The club, through its police contacts, has agreement to use the **Arkham Gun Club Shooting Range** (OS107). Membership cost $5 per year, although this is discounted to $3 for undergraduates. While a small number of old rifles are available to practice with, most serious enthusiasts purchase their own firearms for competition.

Benefits

With the expert tuition provided and three-months' practice, an investigator may add +1D10 percentiles to a Firearms specialization (such as Rifle/Shotgun), to a maximum skill value of 50%. Thereafter, Keepers may grant a gain of +1D10 percentiles after each block of six months of regular practice, but the investigator must roll a standard experience check (aiming to fail the roll) to qualify.

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Chapter 3

Arkham Miscellany

This chapter provides various details concerning Arkham that will be of use to Keepers when running games. Information concerning places where investigators might work or live, the town's resources for investigation and study, where to find expert help, getting around, and investigator development in terms of learning new skills are below. In addition, the noted clubs and societies within Arkham follow, many of which could serve as "investigator organizations," along with some advice on creating new institutions for your campaign. The chapter concludes with a suggested range of Arkham gossip to seed into games, and details of Arkham's most villainous organizations, which the Keeper may use as key antagonists.

Note: numbers in parentheses in this chapter refer to the entry numbers of specific locations listed in **Chapter 4: Guide to Arkham**. These entries provide in-depth information concerning particular people and locations, and the Keeper should review those entries as pertaining to the information in this chapter.

Getting Around

Traveling around town is straightforward as there are various options available, from trolley cars to taxi cabs. Most groups will probably have their own automobile, making things simpler and enabling investigators to go where they like, when they like, no matter the time of day or night. Journeying outside of Arkham without a car means using either the bus or train.

If wishing to transport goods of some kind, the only real option is to use the services of the **Lucky Clover Cartage Co.** (412), while operating as legit concern, this does not mean the crooks running the operation won't overcharge well-heeled investigators for their troubles.

Automobiles

- **Frank's Service Station** (413), open 7:00 am to 6:00 pm, Monday to Saturday.
- **MassGas Station** (235), open 7:00 am to 6:00 pm, Monday to Saturday.

In Town

- **Arkham Cab Co.** (236), cars are usually available between 6:00 am to 10:00 pm, seven days a week.
- **Arkham Trolleys** (224), three lines cover the town, operating weekdays from 5:30 am to 7:00 pm, and until 9:00 pm on Fridays and Saturdays (no Sunday service).

Out of Town

- **Arkham Bus Line** (129), four routes (journey time from/to Arkham):
    - Salem (15 min) & Boston (75 min)—Monday to Saturday (not holidays).
    - Kingsport (20 min)—Monday to Saturday (not holidays).
    - Dean's Corners (2h 45 min) & Aylesbury (3h 15 min)—Monday, Wednesday, & Friday (not holidays).
    - Bolton (15 min), Ipswich (45 min), & Newburyport (1h 55 min)—Monday to Friday (not holidays).
- **Innsmouth Bus Stop** (203), one route (journey time):
    - Arkham to Innsmouth (45 min) to Newburyport (45 min).
- **B&M Railway** (134), various trains, including (journey time):
    - Arkham to Newburyport (22 min).
    - Arkham to Boston (35 min).

On Foot

Of course, walking around town is a favorite option for many. Assuming one has a basic knowledge of the town's layout, and is keeping to the main thoroughfares, it's relatively easy to find one's way to places like the shops on West Main Street, the campus, and Independence Square—just ask for directions (no roll required)!

If seeking a more out-of-the-way location, then a Navigate roll might help to determine the amount of time it takes and/or if the investigator concerned got lost on the way. For a new arrival (i.e., someone with little to no knowledge of Arkham), call for a Hard Navigate roll. Those more familiar with the town might need a Regular success to find a more obscure location. Failure in all cases suggests a doubling of the time expected to make the journey, while a fumble probably means they got lost and the journey time is tripled—such outcomes are the province of the Keeper, who is advised to use such troublesome journey experiences to build in small details about the town and its people, throwing light on the often-underseen underbelly of Arkham. See **Arkham Skills**, page 27, for more about the Navigate skill.

On average, it takes approximately 80 minutes to walk in a straight line from north to south Arkham via a bridge (13 blocks). Assume approximately 65 minutes from east to west (south of the river; 11 blocks). Assume an average baseline of 6 minutes per block at MOV 8, give or take. Crowded streets might add +1D6 minutes per block, while running full speed should halve the time. Most of time, such granularity can be hand-waved away.

- **MOV 7:** 8 minutes per block
- **MOV 8:** 6 minutes per block
- **MOV 9:** 4 minutes per block

Accommodation

Unless already owning a property in Arkham, investigators may wish to rent a room in one of the town's many boarding houses or apartment buildings, which usually lease on a monthly basis. Those needing a shorter stay can more easily find a room in a hotel. Quality and price vary across all such rentals.

Another option is to look for a room in a private residence, with the average rental being between $20 to $50 per month, depending on location and condition of the building. Such rooms are usually advertised in the classified ads in Arkham's newspapers; however, the best private rooms go quickly through word of mouth.

The quality of an investigator's housing depends on their personal wealth and comes with certain social effects. Living too extravagantly (beyond their means) might hurt their Credit Rating. Living a miserly existence may cause others to think poorly of the investigator, which could impose a penalty die on social skill rolls with people considered to be "elite" or otherwise well-to-do. Other ramifications of housing choice are possible at the Keeper's discretion. For example, those living in a "good" area with well-to-do neighbors might benefit from invitations to private society parties, while someone rooming in a run-down boarding house might find unexpected friendship and help from their immediate neighbors. In a small town, appearances matter. Everyone notices everything.

SHORT STAY ROOMS

Arkham's hotels and short-stay accommodation, ranked most to least expensive.

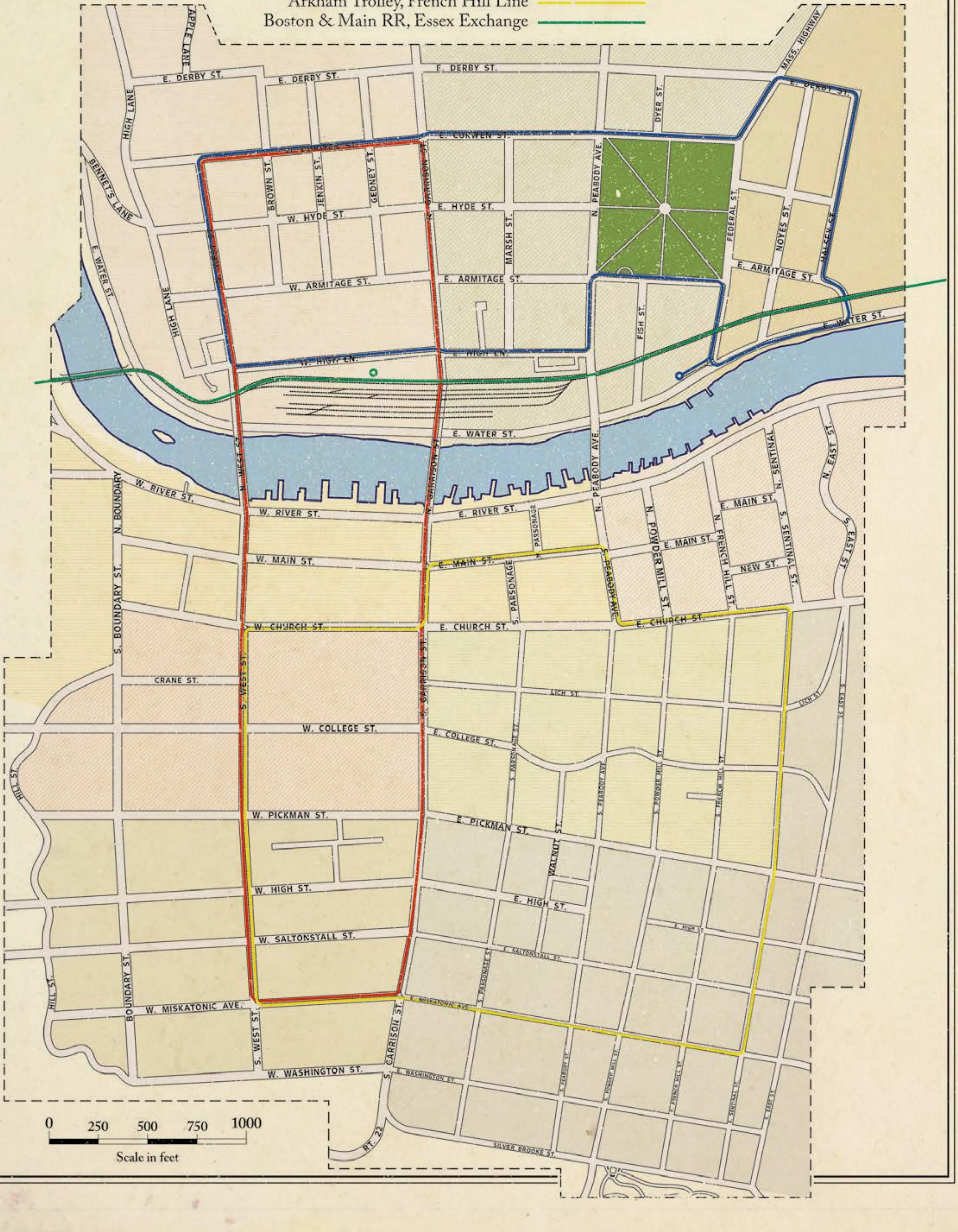
- **Hotel Miskatonic** (634): from $5 to $30 per night; luxury suites $50 per night.
- **Tilden Arms Hotel** (136): $2.25 per night.
- **Lewiston House Hotel** (710): $1.75 per night.

TO TRAVELERS AND STANGERS
Visiting Arkham
Published June 1st, at 350 W Hyde St.
CIRCULATED FREE.

MAP OF
TOWN OF ARKHAM, MA.
SHOWING RAILWAY SYSTEMS

Arkham Trolley, Northside Line
Arkham Trolley, Church Street Line
Arkham Trolley, French Hill Line
Boston & Main RR, Essex Exchange

FARE INFORMATION
Arkham Trolleys operate
Weekdays 5:30 AM to 7:30 PM.
Friday, Saturday service until 9 PM.
No service on Sunday.
Rides 5¢, 1¢ transfer Lines


APPLE LANE
E. DERBY ST.
HIGH LANE
MASS. HIGHWAY
DYER ST.
E. CURWEN ST.
W. CURWEN ST.
BENNET'S LANE
BROWN ST.
JENKIN ST.
GEDNEY ST.
N. GARRISON ST.
E. HYDE ST.
W. HYDE ST.
N. PEABODY AVE.
MARSH ST.
FEDERAL ST.
NOYES ST.
HALSEY ST.
E. WATER ST.
N. WEST ST.
W. ARMITAGE ST.
E. ARMITAGE ST.
FISH ST.
W. HIGH LN.
E. HIGH LN.
E. WATER ST.
W. RIVER ST.
N. BOUNDARY
E. RIVER ST.
N. PARSONAGE
N. SENTINAL
N. EAST ST.
E. MAIN ST.
N. POWDER MILL ST.
N. FRENCH HILL ST.
S. SENTINAL ST.
S. EAST ST.
W. MAIN ST.
E. MAIN ST.
NEW ST.
S. PARSONAGE
PEABODY AVE.
S. BOUNDARY ST.
W. CHURCH ST.
E. CHURCH ST.
CRANE ST.
S. WEST ST.
S. GARRISON ST.
LICH ST.
W. COLLEGE ST.
E. COLLEGE ST.
HILL ST.
S. PARSONAGE ST.
S. PEABODY AVE.
S. POWDER MILL ST.
S. FRENCH HILL ST.
W. PICKMAN ST.
E. PICKMAN ST.
WALNUT ST.
W. HIGH ST.
E. HIGH ST.
W. SALTONSTALL ST.
E. SALTONSTALL ST.
BOUNDARY ST.
W. MISKATONIC AVE.
E. MISKATONIC AVE.
S. WEST ST.
S. GARRISON ST.
W. WASHINGTON ST.
S. WASHINGTON ST.
RT. 22
SILVER BROOKE ST.
0
250
500
750
1000
Scale in feet

- **Borden Arms Hotel** (130): 90 cents per night.
- **Young Men's Christian Association (YMCA)** (724): 35 cents per night.
- **Young Women's Christian Association (YWCA)** (728): 30 cents per night.

Places to Live

Longer-term rental, ranked most to least expensive.

Top End

- **Clark's Residential Accommodations** (815): $95 per month.
- **Franklin Place, The** (801): $85 per month.
- **Timbleton Arms** (808): $83 per month (penthouse suite $120 per month).

Moderately Priced

- **Harding Boarding House** (117): $75 per month.
- **Szymanski's Boarding House** (905): $75 per month (or $20 per week).
- **Chelsea House Apartments** (452): $60+ per month.
- **Guardian Apartments** (109): $60 per month.
- **Folger's Boarding House** (105): $40 to $60 per month.
- **Smith's Boarding House** (713): $49 per month (or $10 per week).
- **Terrace Building Apartments** (112): $40 per month.

Low Rent

- **Simpson Apartments** (911): $30 per month.
- **Dombrowski's Boarding House** (723): $25 per month.
- **Harriet Botsford Hotel for Women** (637): $16 per month.
- **Walnut Street Apartments** (906): $14 per month.

Finding Employment

Many job opportunities exist in Arkham. Skilled investigators might procure work utilizing their expertise and knowledge, be it as librarians, academics, shop assistants, pharmacists, and so on. Journalists could freelance or find a job with either of the newspapers; while jobs exist in and around the university from faculty positions to janitorial services, competition may be keen. As the Keeper wishes, any shop, store, business, or service could hire an investigator looking for work (permanently or temporarily for undercover surveillance). Likewise, younger investigators who are primarily full-time students at MU may find occasional or part-time work with any number of Arkham's industries, trades, or stores.

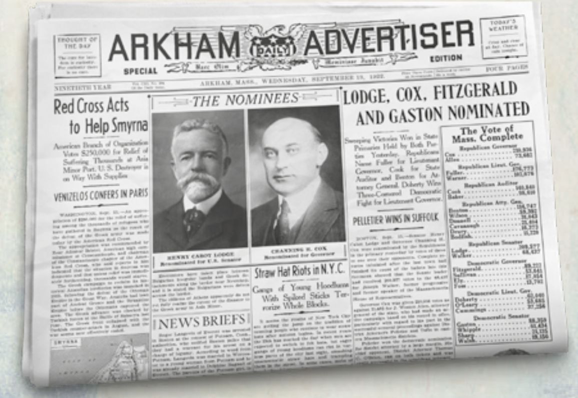
Though costs are low compared to Boston, no investigator is going to get rich by working in Arkham, where hourly rates and salaries have remained fixed for years. A janitor might earn just $1 per hour on a 40+ hour week, while a skilled senior craftsperson might make up to $3.50 per hour. A cub reporter for either newspaper makes around $20 per week (possibly a little more if favored by the editor); a seasoned hand makes about $45 per week, not counting an occasional bonus. Reporters usually work more than 40 hours weekly and keep hours appropriate to newspaper deadlines. An untenured full-time university professor (academic load of 15 or more classroom hours a week) earns about $300 per month.

No one in Arkham gets paid vacations, there is no Social Security, nor does recognizable hospital insurance exist. An investigator can, of course, insure individually against death or injury with any insurance agent, and build up cash equity usable as savings in an emergency. Emergency hospitalization does exist on a charity basis, and payment or credit must arranged.

USING THE *ARKHAM ADVERTISER*

When starting a campaign based in Arkham, the Keeper is advised to give their players the *Arkham Advertiser* "play aid" handout, which is designed to provide a bit of insight into the town and its current goings on, as of Thursday, September 13, 1922. Using this prop helps to bring a sense of place.

Keepers are encouraged to design their own *Arkham Advertiser* and *Gazette* story handouts for home campaigns. Semi-regular clippings from the local newspapers can reinforce a consistent narrative in game and is an easy way to seed new avenues for investigation, as well as confirm or highlight clues for current matters of the investigators' interest.



ARKHAM DAILY ADVERTISER

SPECIAL EDITION

Red Cross Acts to Help Smyrna

American Branch of Organization Votes $250,000 for Relief of Suffering Thousands at Asia Minor Port. U. S. Destroyer is on Way With Supplies

VENIZELOS CONFERS IN PARIS

THE NOMINEES

HENRY CABOT LODGE

CHANNING H. COX

LODGE, COX, FITZGERALD AND GASTON NOMINATED

Sweeping Victories Won in State Primaries Held by Both Parties Yesterday. Republicans Name Fuller for Lieutenant Governor, Cook for State Auditor and Benton for Attorney General. Doherty Wins Three-Cornered Democratic Fight for Lieutenant Governor.

PELLETIER WINS IN SUFFOLK

The Vote of Mass. Complete

Straw Hat Riots in N.Y.C.

Gangs of Young Hoodlums With Spiked Sticks Terrorize Whole Blocks.

NEWS BRIEFS

Finding Experts & Getting Help

From time to time, investigators may need the help and assistance of others—perhaps a strange book needs translating, an unusual residue requires analysis, or an unfortunate investigator needs urgent medical care. Such events occur when no other investigators in the group possesses the expert skill required, so finding an NPC who does can be a lifesaver.

This section provides an overview of the differing types of assistance to be found in Arkham. Usually, most of these are easily found in the Arkham telephone or business directory (as per the **Town Directory**, starting on page 63), but are presented here for the Keeper's ease in bullet-point format for quick reference.

Cultivating Contacts

In many cases, the investigators will be "cold calling" an expert to obtain their services, since there's no relationship yet established. But, during the course of a campaign, the same experts may be employed again and again, thereby enabling the investigators to develop a rapport and relationship of sorts, and so establish a new contact that can be added to their investigator sheet.

Just like any other contact, how the relationship begins and plays out depends on the investigator(s). Each relationship can take many forms, such as:

- **Business:** paying the NPC to undertake the work required.
- **Friends:** the NPC is doing a favor, so may expect the same in return at a later date.
- **Strong-Armed:** coercing the NPC in some way to help, and they probably resent the imposition.
- **Forced:** intimidating/threatening the NPC to obtain help.

Understanding the nature of the transaction is vital to being able to weave that NPC into the fabric of the campaign. A friendly NPC who does an odd favor may grow to resent an investigator's constant demands on their time, especially if their help is never reciprocated. If a business exchange, the NPC might begin to give a little discount for the repeat business or perhaps starts to take a somewhat nosy interest in the investigator's business. Likewise, a criminal doing an investigator a "favor" is definitely going to return and demand a "favor" in return, while someone forced to help may seek ways to undermine the investigator or get some form of revenge. All of these provide seeds and plot diversions within a campaign, while also making the NPCs and the Arkham environment a vibrant and living thing, rather than a static and dull backdrop.

Types of Help

The type of assistance the investigators can seek roughly divides into four types, outlined the following section.

- **Medical**
- **Business**
- **Academic/Research**
- **Other**

MEDICAL HELP

As well as Arkham's main hospital, there are numerous physicians with private practices for investigators seeking more discretion. Wayward investigators may need to keep a low profile and so seek out someone who the police might not think to monitor, such as a veterinarian, although how kindly they or a private doctor will respond when awakened in the middle of night to urgently treat an investigator sprouting tentacles (or worse) is up for debate.

- **St. Mary's Teaching Hospital** (626): 24-hour emergency care.
- **MU Campus Infirmary** (612-E): Doc Waldron, daytime only; 30% chance Nurse Smarts is available during evenings.
- **Pickering Psychopathic Hospital** (201): 24-hour receiving for those with mental health issues.
- **Gordon Psychiatric Home** (902): private psychiatric hospital.

Private Care

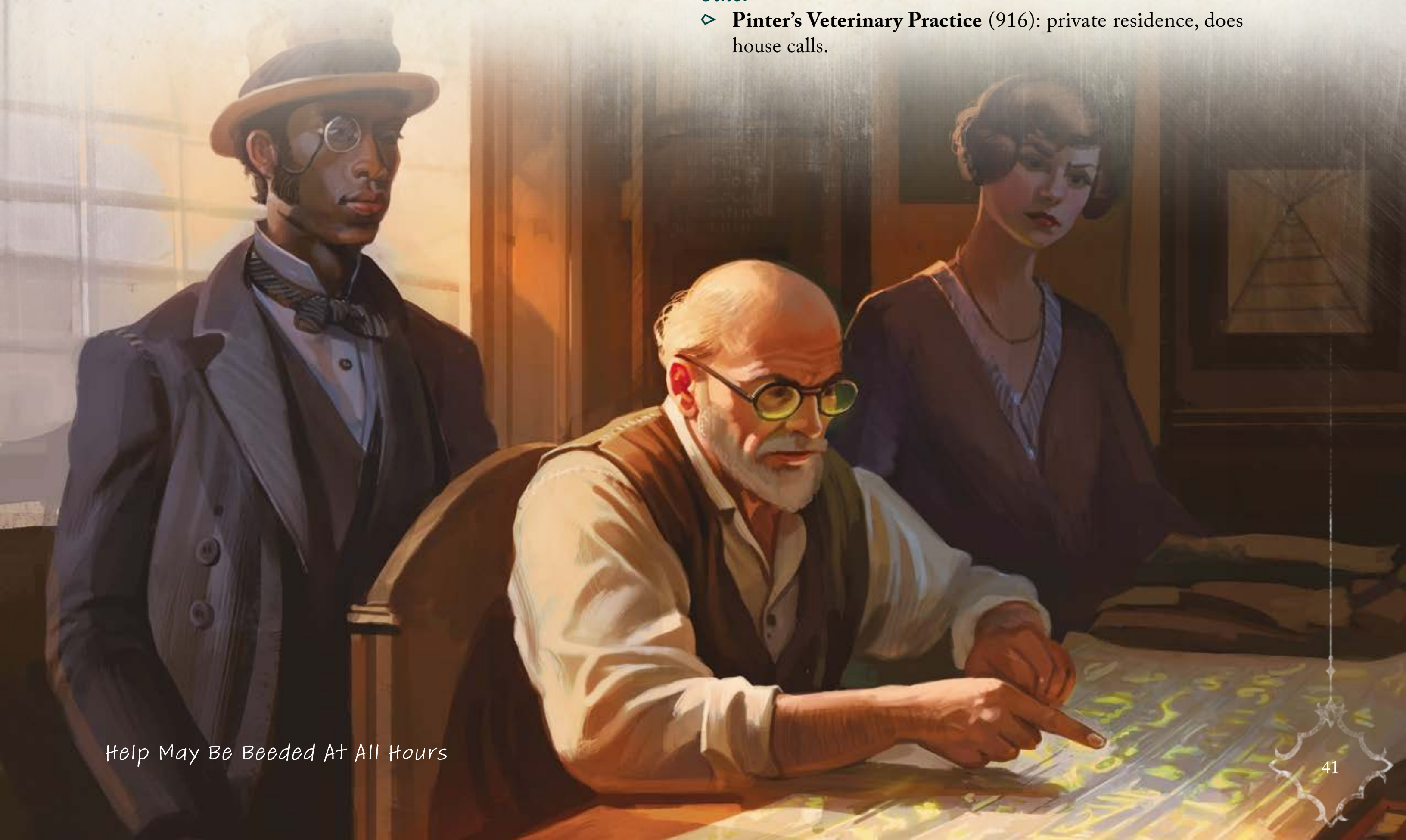
- **Dr. Hartwell Morton** (820): aging, general practice, private residence.
- **Dr. Ephraim Sprague** (119: 1A): general practice, also Essex County medical examiner.
- **Dr. Horton Wilson** (812): semi-retired, general practice, private residence.

Private Specialties

- **Dental:** Dr. Gilroy R. Feldman (119: 1B): emergency reconstructive work.
- **Surgical:** Dr. G. Sinderwald (207) reconstructive cosmetic surgery but is a licensed physician.
- **Psychiatry:** Dr. Heinrich T. Muelhig (204): referrals only.
- **Psychoanalysis:** Dr. Allen Turner (119: 5A).
- **Elderly care:** Whitechapel Nursing Home (811).

Other

- **Pinter's Veterinary Practice** (916): private residence, does house calls.



Help May Be Beeded At All Hours

BUSINESS HELP

Arkham hosts a diverse range of businesses, industries, and craftspeople, all potentially able to offer a degree of expertise. Some are professionals while others have useful experience or contacts that may be useful to investigators; some suggestions follow:

- **Architect:** Daniel Upton (810): architectural consultation, construction contacts.
- **Blacksmith:** Jacob Asker (515): specialty ironwork, very hot forge, horses.
- **Chemicals:** Anderson's Chemical Supply (309): acids and other "useful" chemicals, expert analysis.
- **Disguises:** Markwil's Theatrical Supply (438): makeup and wigs, flash powder, costumes.
- **Gunsmith:** E. Parrington (415-B): custom ammunition, repair, knows black market suppliers.
- **Locksmith:** Caleb Markham (445): installment of safes, lock repair, opening "troublesome" locks.
- **Private investigator:** Kenneth Heath (205): ex-police, has contacts on NYC force.
- **Slaughterhouse:** Barry O'Connor (244): meat purchase and "disposal."

ACADEMIC/RESEARCH HELP

Whether for conducting research on behalf of the investigators or providing expert knowledge, Arkham is well serviced not only by the learned folk working at Miskatonic University but also its two newspapers and public library.

Brainpower at the university is excellent. Most academicians thrive on new ideas and enjoy the challenge of a puzzle, whatever form it may take. Most of the professors have a high value in at least one or two skills associated with their subject—the trick is identifying the right person and finding the hook that will capture their interest and enthusiasm. Remember, if a specific person can't solve an issue, they probably know someone else who could and may be willing to make an introduction.

As well as faculty staff, postgraduate students are a potential source of expertise on an *ad hoc* basis and can be hired to translate languages unknown to the investigators. The going rate is about $3 per 1,000 words, or $5 total for a relatively short passage.

Time spent researching or testing objects in university labs can often be done without charge, though the faculty is honor-bound to ask for payment to replace expensive chemicals, photographic plates, construction of special machines, and so on. Investigators who shortchange or disregard such fees are unlikely to get such assistance again.

The facilities at MU are broad and wide-ranging, including a machine shop to produce specialized designs, glassblowing, conservation of fragile items, books of knowledge, laboratories, and much more. Thus, investigators with strong university contacts can get big favors performed, and those gaining the trust of faculty might be given the loan of valuable scientific equipment, allowed the occasional use of Miskatonic facilities and vehicles, or else introduced into the global fellowship of first-rate scholarship.

Note: remember that while MU's scientific facilities are excellent for the period, 1920s-era equipment and organization is not much better than one might find in a decent high school in modern times.

University

- **College of Medicine** (624): medical expertise, laboratories, specialist equipment, "private" autopsies.
- **Hoyt Administration Building** (629): student and faculty data, archive of the *Miskatonic University Crier* newspaper.
- **Orne Library** (623): all manner of research material and archives (inc. Mythos relevant).
- **Robert Carter Memorial Hall** (614): archaeology, history, language translation, etc.
  - **Languages, Literature, and the Arts:** modern and classical languages, Middle Eastern studies, philosophy, fine art, religion, music.
  - **History and Social Sciences:** ancient and modern history, anthropology, archaeology, economics, geography, psychology.
- **Science Hall** (612): various subject expertise.
  - **Natural Sciences** (612-A): astronomy, biology (inc. mycology) botany, geology.
  - **Applied Sciences** (612-B): engineering, electrical engineering, metallurgy.
  - **Mathematics** (612-C): cryptography, solutions to "strange" equations.
  - **Physical Sciences** (612-D) chemistry, physics. (Also, meteorology.)
- **School of Law and Business** (630): legal advice.
- **University Exhibit Museum** (627): cultural and historical artifacts, taxidermy, geological specimens, New England history.

Other Research Options

- **Arkham Advertiser** (131).
- **Arkham Gazette** (110).
- **Arkham Public Library** (211).
- **Worldwide Clipping Service** (123).

OTHER HELP

Other types of specialist help exist, from Arkham's police to its many churches. Each detective and patrol officer have their own stories to tell, while most church congregations enjoy their fair share of gossip about the goings-on of their members and the wider community.

Apart from the information made available by joining a club or society, investigators can obtain less formal assistance "on the street." Gossip, rumor, and "people in the know" lurk all over Arkham and, with the right contacts or ability to spread a little money around, investigators can access this goldmine of information. See **Rumors & Gossip**, page 43, for inspiration and ideas on this matter.

Organized Help

- **Arkham Police Station** (228).
- **Fire Department** (230).

Religious Help

- **Arkham Reserved Congregational Church**, Uptown (821).
- **Asbury Methodist-Episcopal Church**, Downtown (208).
- **Bayfriar's Church**, French Hill (707).
- **Christchurch Episcopal**, Merchant District (439).
- **East Church**, River-Town (505).
- **First Baptist Church of Arkham**, French Hill (711).
- **First Presbyterian Church**, Uptown (817).
- **First Unitarian Church of Arkham**, East-Town (304).
- **Our Lady of the Sacred Heart Church**, Lower Southside (908).

- **Packer House** (632).
- **St. Michael's Catholic Church**, French Hill (714).
- **St. Stanislaus Catholic Church**, Lower Southside (904).
- **Temple Baptist Church**, East-Town (308).
- **Temple of Hope**, French Hill (719).
- **West Church**, Merchant District (409).

Street-Level Help

From general to specific gossip about Arkham, its people, and recent events.

- **Barbershop** (507).
- **College Barbershop** (703-B).
- **Docks, The** (410).
- **Fenner's Roadhouse** (OS108).
- **Keenan's Laundry** (720).
- **May Ladies Beauty Salon** (809).
- **Miss Jenny's Beauty Parlor** (429).
- **Painless Tattoos** (238).
- **Petrucci's Barbershop** (919).
- **Southside Bathhouse** (706).
- **Speakeasy, The** (113).
- **Sycamores** (920).
- **Uptown Laundry** (124).

Investigator Weapons

Note: see **Firearms**, **Chapter 2** (page 19) for details concerning Arkham's laws.

Obtaining a firearm in Arkham takes place in one of two ways: legally or illegally. With regard to the latter method, having the right connection is more or less vital (that, or having enough money to interest the seller). Black market sellers are unlikely to sell illicit weapons to just anybody; there's a degree of risk and no seller wants the police calling at their door. Thus, a seller must feel comfortable that the deal won't blow back on them. A recommendation about a prospective buyer from someone the seller trusts is usually an ideal way to make their acquaintance. As said, money also talks, and if the "right" amount is on the table, then some of the seller's misgivings may evaporate. Of course, depending on who the seller is, if trouble does blow back on them from a sale, they may want to get some form of revenge or recompense from the buyer.

In terms of supply, organized criminals like Danny O'Bannion (**Lucky Clover Cartage Co.**, 412) and Joe Potrello (**The Italian Club**, 912) provide the best and widest range of weapons. Independent criminals may know someone who can help or be willing to sell an old handgun for ready money.

For many investigators, **E. Parrington, Gunsmith** (415-B) can supply legal firearms of the best quality. As president of the **Arkham Gun Club** (page 132), Mr. Parrington knows many owners, some of whom may be looking to sell their firearms to pay for the latest collector's models, and so on. While he knows where to look for black market guns, he is an upstanding citizen and would only contemplate passing on such information if the stakes were high or if he had no other choice.

Military Matters

Alternatives to buying a firearm from a seller (legal or otherwise) come from those with military connections. At the bottom of this scale are folks who once served and still possess one or more firearms (as well as knives and swords) from those days. These could be relatively new weapons from the Great War or could be heirlooms dating back to the Civil War, War for Independence, or even earlier. Such weapons may be proudly displayed, mounted on the walls of certain Arkham homes, or else gathering dust in basements or attics.

The age of a weapon and the care taken to maintain it are factors that the Keeper should consider, especially if an investigator is unfamiliar with firearms and their care. Older or uncared for weapons may not fire at all or misfire (an increased fumble range; 80—100 is suggested). If sufficient cleaning and maintenance is performed, then remove such penalties.

Investigators who are, or who know, members of the Massachusetts National Guard may have access to a range of "modern" weaponry, from bayonets to mortars—see **Massachusetts Guard Armory** (216). While access may be simpler, the unofficial use of such weapons in Arkham is liable to bring censure and serious consequences!

Firearms Sellers: Legal

- **Arkham General Store** (504).
- **E. Parrington, Gunsmith** (415-B).
- **Gleason's Department Store** (427).
- **Sears-Roebuck Catalog Store** (434).

Firearms Sellers: Illegal

- Danny O'Bannion's crew (**Lucky Clover Cartage Co.**, 412).
- Joe Potrello's crew (**The Italian Club**, 912).

Pulp Arkham

While Arkham is presented in the standard *Call of Cthulhu* format, there's no reason why it can't be pulped-up for a faster pace of game. Just about everything in Chapter 4 is ready to use for *Pulp Cthulhu*, as most NPCs won't have Luck or increased abilities. Such increases could be applied to significant NPCs, like **Prof. Albert Wilmarth** (page 169) and **Dr. Henry Armitage** (page 176), where they could have a Luck value equal to their POW or half POW, and double the amount of hit points, although try to remember they are not really the stars in a pulp game, but rather the supporting cast to the player-character heroes. Likewise, significant villains like **Keziah Mason** (page 202) and **Asenath Waite** (page 240) might gain a Luck value, more hit points, and a couple of pulp talents. To help guide such pulp modifications, certain NPCs profiles in Chapter 4 have a "Pulp Modifications" box, which the Keeper may use as is or use as inspiration to model their own adjustments. Lastly, it is suggested to avoid granting characters like **Edward Pickman Derby** (page 212) pulp modifications, and let their stories play out as more or less written in Lovecraft's stories.

Rumors & Gossip

Collected here are a range of facts and fictions to be heard in Arkham. At the Keeper's discretion, such gossip can come from just about anyone in town in nearly every location. The following information should serve as inspiration for the Keeper.

- **Rumor Table A: Arkham Gossip** relates directly to specific locations per the entries in Chapter 4.
- **Rumor Table B: General Gossip** is a collection of non-specific rumors that the Keeper may wish to incorporate and develop; such matter is based on "real world" folklore and somewhat adjusted for use in Arkham.

Rumor Table A: Arkham Gossip

	Rumor	Neighborhood	Location	Location Number
1	Did you hear about the trouble in Potter's Field? O'Hare the gravedigger says someone's been fooling around with the graves.	Northside	Potter's Field	102
2	They say young "Mr. Toad" hosts the very best of parties in his fancy mansion.	Northside	Bartholomew Appley IV, Home of	103
3	Ms. Renforth likes to travel a fair bit, so her place stands empty, but no thief will step over that threshold as the house is haunted.	Northside	Judith Renforth, Home of	104
4	Well, I don't recommend Folger's for boarding! Spent a night there and had the most terrible nightmares. I put it down to the awful soup they served—and the bed bugs!	Northside	Folger's Boarding House	105
5	I don't trust them Masons, gadding about in secret. Who knows what they're up to in that place?	Northside	Masonic Lodge	108
6	You seen the figures carved at the front of the Guardian Apartments? There are some weird words written in stone. I heard it's a code that reveals a secret treasure.	Northside	Guardian Apartments	109
7	They say the law firm of Marsh and Associates got links to that wreck of a place, Innsmouth. Nothing good ever came out of there—that's what my daddy always said.	Northside	Jedediah Marsh & Assoc.	111

Rumors and Gossip

Rumor Table A: Arkham Gossip – Continued

	Rumor	Neighborhood	Location	Location Number
8	They built the new apartments on the site of the old Palmer Building. A cursed place if ever there was one. You know, there's many a story of folk who worked there getting a strange sickness.	Northside	Terrace Building Apartments	112
9	I once had my fortune read by Minnie Coleman. I can't explain it, but she rightly told me where to find my lost ring. You know, the one with the dolphin's head from Kingsport my granddaddy left me.	Northside	Terrace Building Apartments	112
10	They bring up all manner of unusual things at the Fuel and Coal. Stuff the scientists can't explain.	Northside	Arkham Fuel & Coal Co.	115
11	You want to see something interesting? Well, you should take a look at Bob Beacher's "wonders." That's what he called 'em. You can see some around town, purchased by those with more money than sense.	Northside	Construction Site	116
12	Yes, George Taranowski is a good sort. Just don't mention his uncle that disappeared. Don't know what happened, but I can tells it wasn't good.	Northside	Taranowski's Bakery	118
13	Don't stand still here too long... the taxidermist store is just over there. You don't want to end up getting stuffed!	Northside	J.J. Abbott, Taxidermist	122
14	There are some rum sorts who stay at the Borden Arms. Not the sort of place for respectable folk like yourself.	Northside	Borden Arms Hotel	130
15	That waxworks place creep me out. I swear, them manikins are watching you.	Northside	Sander's Wax Museum	138
16	Best to steer clear of the old railway sidings. Especially at night. My cousin got caught short, and was attacked by a horrible-looking dog. Bite marks all up his leg. He won't go there now.	Northside	Railroad Properties	140
17	When you're eating at Crawford's, it's best to eat up and not hang around. You don't want Red Mary waiting your table.	Downtown	Crawford's Restaurant	219
18	Yes, they're building on that site. The house before burned down last year. But they are having a time of keeping the workers as they keep quitting, saying it's haunted.	Downtown	Demolition Site	221
19	It ain't just cows getting slaughtered at the Slaughterhouse, if you know what I mean...	Downtown	Slaughterhouse	244
20	Old Captain Pickering traveled the world and brought back many curious things. They're all still there in his house, gathering dust no doubt.	East-Town	Pickering House, The	301
21	Ah, the Checkley family, yes... a cursed lot. What the cholera didn't take, the Lord took anyway. He died in '21, a broken man.	East-Town	Checkley Manor	302
22	That Ellen Crawford's a funny sort. Talks to herself. You can hear her going on sometimes when you're walking on Noyes Street. Poor thing, she's all alone since her sister died, and has been slowly going crazy for years.	East-Town	Crawford House, The	303
23	I reckon the police are keeping an eye on that lonely island out in the river since that student trouble. Nothing good ever happens there. They say old Keziah Mason used to go there for her potions.	Merchant District	Unvisited Island, The	401
24	My brother-in-law won't go back to the Old Wooded Graveyard. Not since he heard strange noises there. He said it was Goody Fowler fixing to hex him.	Merchant District	Old Wooded Graveyard / Hangman's Hill	402/403

Rumor Table A: Arkham Gossip – Continued

	Rumor	Neighborhood	Location	Location Number
25	You want to know about the old days? Then, Elijah Potts is your man. He's seen more than most and forgotten more than most remember.	Merchant District	Elijah the Stonecutter	406
26	The West Church is closed and empty now. They say the dead were raising a ruckus down in the crypt of the West Church. A warlock had been interred there, and his evil soul was in agony waiting for its final judgment. So, they closed it up and left the matter to heaven.	Merchant District	West Church, The	409
27	Nothing happens in this town without O'Bannion's say so.	Merchant District	Lucky Clover Cartage Co.	412
28	My wife won't let me go near that art gallery, even if I wanted to. She said she and her friends went in and saw the most awful paintings. Made her sick to her stomach.	Merchant District	Gallery of Art	414
29	I wouldn't put it past Eddie Parrington to be the one supplying the gangsters with their guns. I never liked his face.	Merchant District	E. Parrington, Gunsmith	415-B
30	Hey, when you're getting a new suit in Pike's, don't forget to ask him to show you that funny metal suit he was asked to make. I bet it's still there somewhere.	Merchant District	Pike's Haberdashery	426
31	My wife's friend's daughter works at Gleason's and says the place is haunted.	Merchant District	Gleason's Department Store	427
32	You want antiques? Let me tell you about a little place off the beaten track. Tucked away down an alley off Church Street. Unconsidered Trifles is its name. The fellow there is very helpful.	Merchant District	Unconsidered Trifles	431
33	Watch out for Greg the Monster. He'll gobble you up as soon as look at you.	River-Town	The Shore	502
34	Every stray cat seems to make beeline for Crane Street and that house now used by the marching band. I don't like it; them cats give me such a look when I pass by.	Campus	Marching Miskies Headquarters	606
35	Them university types are a funny bunch. Did you hear that one that lost his marbles and his memory? Name of Peasey or something.	Campus	Nathaniel and Wingate Peaslee, Home of	607
36	Take a care if you are alone in the stacks of the Orne Library. There was a wealthy eccentric, named Wilbur Akeley, who died in there, years ago. They say his ghost wanders still.	Campus	Orne Library	623
37	Jeremiah Orne, founder of the university, funded it with pirate gold from the Caribbean. They say that he had plenty more gold hidden away, but no one has ever found it. I heard they keep it secret in the vault of the Exhibit Museum but are afraid to touch it due to a curse.	Campus	University Exhibit Museum	627
38	I heard a professor talking about Old Squinty, that mummy in the Exhibit Museum. He said it comes to life!	Campus	University Exhibit Museum	627
39	That fancy Hotel Miskatonic ain't so fancy if you ask me. Better to call it the "murder hotel" what with the strange goings on there over the years.	Campus	Hotel Miskatonic	634

Rumor Table A: Arkham Gossip – Continued

	Rumor	Neighborhood	Location	Location Number
40	Back in 1882, Homer Winside wasn't a florist. He was something up at the university and was one of them who went to look into that meteor that fell on the old Gardner farm.	French Hill	Almen's Flowers	703-A
41	Don't you go rooting around the Old Graveyard. Let the dead stay buried. You might do something to disturb them, and they've enough trouble keeping still anyways.	French Hill	Old Arkham Graveyard	705
42	That Bayfriar's Church has been sealed for years. Bad things happened there... (whispered) like Black Masses.	French Hill	Bayfriar's Church	707
43	French Hill ain't any place to be wandering about in the dark. You ever heard of Keziah Mason? That witch ain't dead, no matter what anyone says. My friend saw her and her imp sulking around, looking for blood for her spells.	French Hill	Dombrowski's Boarding House / Orne's Gangway	723/725
44	You heard about the garbage fires round town? Ain't no accidents, if you ask me. I reckon someone is setting them on purpose. Ain't gonna be long before a whole building goes up.	Uptown	Harold Shear, Home of	819
45	If you want to know about Arkham's witches, your best to speak to Father Iwanicki at St. Stanislaus. He can tell you stories about Keziah Mason that'll freeze your heart.	Lower Southside	St. Stanislaus Catholic Church	904
46	I won't let Jaspar Eleazar touch my body when I die. I hear he takes your money and then sells your body to university for experimentation.	Lower Southside	Eleazar's Funeral Home	909
47	There's all fancy and high and mighty sorts going into that place on Saltonstall street. Who knows what they get up to in there? I heard from a friend that they are witches and warlocks.	Lower Southside	Eye of Amara Society	910
48	You want to know your fortune? Best consult Madame Dulagi. My sister-in-law swears by her readings.	Lower Southside	Simpson Apartments	911
49	The only sure bet I'll wager is that old Joe Potrello is cooking up revenge on that O'Bannion.	Lower Southside	Italian Club, The	912
50	They say that there's a mad artist living that tenement. Apparently, he used to be a big deal till something happened, He ain't been the same since.	Lower Southside	Tenement	914
51	I heard from a former caretaker at the Halsey School that it was haunted. Said that certain classrooms would suddenly fill up with noxious gas and that strange stuff was going in the cellar.	Lower Southside	Halsey Public School	918
52	My cousin saw the lady in white at High Lane Graveyard. Made him all peculiar for a while.	Outskirts	High Lane Graveyard	OS104
53	I wouldn't go fooling around Meadow Hill. The Misqat always said that place was cursed. Something about that big ole rock there.	Outskirts	Meadow Hill	OS105

Rumor Table A: Arkham Gossip – Continued

	Rumor	Neighborhood	Location	Location Number
54	Ammi Pearce lives out on the road to Clark's Corners. He's still a sharp as a blade and can tell you the story of poor old Nahum Gardner and his kin.	Outskirts	Ammi Pearce Farm	OS111
55	You know about the meteorite that fell on old Nahum Gardner's farm? Strange times. Whatever fell on his land cursed the land. Nothing grows there now. No, sir.	Outskirts	The Blasted Heath	OS112
56	Beware of Elm Mountain! Snakes like to gather there. Yes, sir, there's plenty of caves best not to enter there.	Outskirts	Snake's Den Cave	OS116
57	Yes, Goody Fowler's cottage still stands, out south of town. But don't go inside! No one has stepped inside there since 1704, and for good reason. Anyone crossing that threshold is doomed. Doomed I tell you.	Outskirts	Goody Fowler Cottage	OS117
58	I recall that the witch Goody Fowler used to make use of Sumner's Pond, collecting ingredients for her potions they say. I hear people drowned there subsequently.	Outskirts	Sumner's Pond	OS119
59	You know, there's lots of tunnels beneath Arkham, more than enough to swallow you up if you get lost. Some of the older houses have connecting tunnels under them, from the old days. Many secrets buried beneath our feet, yes sir.	All	Arkham's Tunnels	Page 144
60	I don't know about you, but I've an Irish friend who says his kin brought the fairies with them when they came across the water. Says they now live below the ground in the tunnels under Arkham. He says best not to disturb them as they don't take kindly to outsiders.	South of river	The Arkham Creepers	Page 145

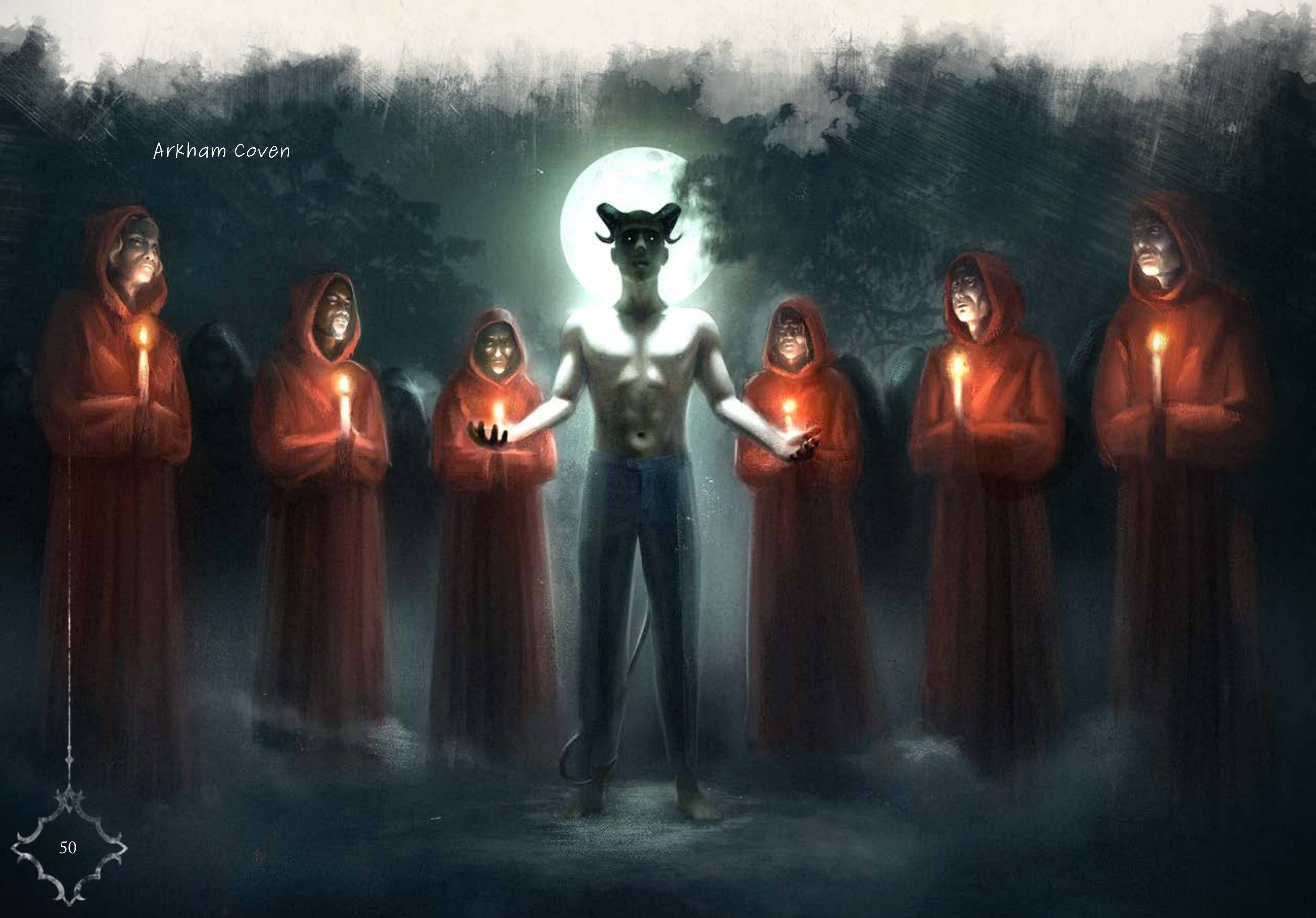
PICKERING
Psychopathic Hospital

Rumor Table B: General Gossip

	Rumor
1	A farmer claims to have dug up an ancient sword of Roman origin. Since then, no one has heard a word from him.
2	A strange light seen in the sky that, at first, was thought to be a meteor, but which then darted about, swooping up and down like bird.
3	They say one of the fishermen of Martin's Beach caught something strange in his nets. Some kind of sea creature he's never seen before. Said it gave him nightmares for days.
4	Strange figures have been seen around the hills west of Arkham late at night. A friend of mine said he saw them disappear into a cavemouth from whence unnatural sounds came.
5	My grandfather said that once, while out in Ordnam's Woods, he came upon a clearing where a family or group of people were living. They had used branches and leaves to make crude beds out in the open. When he looked closely, there was dried blood and "stuff" littered about. Sent a shiver down his spine and he felt like he was being watched. He never went back there.
6	Last snowfall, a housekeeper on the Northside opened their backdoor one morning to find hoof prints all about her backyard. Strangest thing, she said the prints went up the wall of her house and over the rooftop too!
7	They say the swampland south of town is home to the "Pumpkin Folk." They are about four feet high, with these great big heads the size of pumpkins. My old grandma said there were secret folk like that who lived over in Connecticut, but they were called "Melon Heads."
8	When traveling roads out of town, you might come across Old Leather Man. They say, back in the 1800s, he used to walk about in Connecticut and New York wearing a hand-stitched suit of leather, from top to bottom. They say to tip your hat and be friendly, as Old Leather Man might grant you a blessing.
9	You know the hills around here? Did you know that beneath one of them is a tunnel to another world? A local lad once went missing for a year and a day, only to stumble back home one morning. Said he'd gone into hill and traveled to a place where ships sailed in the sky and cats could talk!
10	Don't open your window at night if you hear something knocking three times on the glass. Might be the whippoorwills come for your soul.
11	When the settlers first arrived, the Wampanoags warned about the Pukwudgies who could appear and disappear as you please. Said they were like awful porcupines, with long fingers and faces that stood on two legs, who liked nothing more than to trick and kill folk traveling through their land, pushing them off cliffs or throwing their little spears to draw blood.
12	Back in my great grandpa's day there was a tale concerning Jenny Greenteeth, who lived in the Miskatonic River and who'd jump out and pull folk into the water to drown. My grandpa said ole Jenny came from a place called Shropshire in England, and was brought over by the English when they first came here.
13	Around the time when Arkham was first settled, there was a fellow that many claimed to be a vampire, by the name of Jack Patience. Livestock had been blood let and strange affairs caused a shadow to fall on the community. When a child disappeared, people accused Jack, whose clothes were all bloodied, and burned him alive to rid themselves of the evil. Fearing that Jack would come back, they wrapped his bones in iron and buried him deep someplace outside of town.
14	Up in the old High Lane Graveyard, there's a headstone that's cursed. They say, at midnight on February 14, that the stone bleeds, and if your see this, bad luck will befall.
15	There's an old forgotten cabin out to the west, nothing but a ruin of stones and rotted wood these days, hidden away among the trees. Back in the early 1800s, a man named Farmer lived there with his family. One day, old Farmer went mad and killed all his kin with an axe. Would let no one near him, shouting that demons were everywhere. When they finally got inside, they found he'd hanged himself. Some say old Farmer is still out there, looking for folk possessed by demons, his axe in hand ready to chop them down.

Rumor Table B: General Gossip – Continued

	Rumor
16	They say if you see the ghost lights hovering over a grave, ill luck will befall you. Them corpse lights are the souls of the dead come to warn you.
17	Back when my great granddaddy was a boy, there was an old tree stood where the Common is now. They called it Lucifer's Tree due to be being all blackened and dead, as if it had been through the fires of hell. People used to hang offerings for good luck on its branches till finally it fell during one great storm. I think the stump is still there.
18	I recollect a strange storm when I was a boy, when it rained down a heap of crabs onto College Street. Everywhere you looked there were crabs scuttling about underfoot. They said the wind had picked 'em up from the sea, but them crabs were strange I tell you. Each and every one was marked with a weird "S" like symbol on their backs. Never seen anything like it since.
19	You ever heard of a doppelganger? Time was there was a spate of people seeing double in town. Folk seeing a loved one where they shouldn't be and so on. The newspaper said it was mass hysteria, but I don't know about that.
20	I heard they found something bricked up in the walls when they were clearing out that house on East Derby Street. My daddy knew one of the workers, you see. He said they found a mummified cat next to a large green-glass bottle. Said that bottle was stopped with a silver-topped cork, and, when they opened it, it smelled bad. Like sulfur. They reckon it was a witch that put it there to curse the family living inside. I don't recall what happened to the bottle.



Arkham Coven

Arkham Coven

One of the most diabolical and secretive organizations operating in Arkham is the witch coven. Rumors have persisted about a hidden group of witches said to have plagued Arkham since the town's beginnings. This section details the coven, which provides the Keeper with a possible long-term adversary for the investigators.

Organization

Arkham Coven's founder was Keziah Mason, and she is still leading it today. While individual members have come and gone over the years, Mason's immortality has meant she has continued to lead and govern the coven, bending it to her will and removing any whom would stand in her way.

Escaping from her Salem cell in 1692, Mason used her knowledge of "angles" to disappear and reappear in Arkham as she desired. No one quite knows where she goes when not in town, and she is often abroad for long periods of time, sometimes years. When inducting new coven members, she summons an entity she calls her "Master," which is thought to be Nyarlathotep in its Dark One or Horned Man guise. This being appears carrying the *Book of Azathoth*, which all members must sign in their blood to seal their allegiance.

There are never more than 13 coven members, including Mason, who comprise the inner circle of the organization. Other associate members exist who are usually those seeking to one day join the inner circle or else are minions who undertake tasks for the coven for some form of reward. Many of the minions know little, if anything, about the coven and its activities, although the longer they serve the inner circle, the more secrets they glean. Inner circle members like to cultivate at least one minion or fringe follower to perform risky deeds on their behalf, as such minions provide a degree of cover and protective distance. A few members prefer to commit their own evil deeds, taking relish in the excitement of performing a theft or a murder.

All members take care not to associate except on coven business. The coven is ruthlessly protective. At any hint of discovery, they move swiftly and decisively to destroy their enemies. Sometimes, they employ mundane means to deal with enemies, such as using minions to dispatch them, and at other times they use spells and magical powers. A show of magical force is often reserved for those who have truly crossed the coven and acts to demonstrate the coven's great power. Those who carelessly tangle with the coven are likely to wind up in an unmarked plot in **Christchurch Cemetery** (921). Every coven member knows dangerous spells, with the most accomplished ones being walking nightmares of Mythos magic.

Coven Possessions

Keziah Mason's books of arcane lore and spell tomes, as well as cult artifacts reside in a secret walled-off portion of the attic in **Dombrowski's Boarding House** (723). Within this hidden space is a magical gateway to another dimension, which is inaccessible to all except Mason—although if her command word and gesture became known, then another person could access the other-dimensional space containing the secret lore. Note that, sometimes, Mason leaves the gateway open, meaning that if someone were to discover the hidden space at that time, they could in theory find themselves in the other dimension, not only with access to whatever Mason has stored there, but also access to other Gates leading to who knows where.

The other coven members tend to keep little evidence of their coven association within their homes. At most, some may store their coven robes, a ritual knife, and a journal, usually all hidden away in a secret compartment or room. Thus, inner circle members take their personal security very seriously. If they perceive a threat, coven members will remove incriminating items and store them elsewhere.

Coven Rites

Each year, the coven meets on the following eight dates (* indicates a "greater ritual").

- February 2* (Candlemas)—Meadow Hill.
- March 20 (vernal equinox).
- April 31* (Beltane eve)—Meadow Hill.
- June 21 (summer solstice).
- August 1* (Lammas)—Meadow Hill.
- September 23 (autumnal equinox).
- November 1* (Hallowtide, day after Samhain/Halloween)—Meadow Hill.
- December 22 (winter solstice).

Such gatherings take place around 12:00 midnight to 3:00 am, although some can go on till near dawn. For the coven's greater rituals, their preferred location is around Split Rock near **Meadow Hill** (OS105), although when that location is troublesome the gathering may take place elsewhere. Other locations include **The Dark Ravine** (OS106) and the **Unvisited Island** (401), although they rarely use the latter nowadays due to its proximity to the north shore and Garrison Street bridge. The coven is nothing if not practical, so it will happily go elsewhere when required, sometimes using a dark and quiet clearing in **Ordnam's Woods** (OS101) or else another discreet out of town location. From 1926 forward, the coven sometimes makes use of the abandoned **Imperial Theater** (726) for lesser rituals.

The inner circle of members always attend the greater rituals, with various minions assisting. Lesser rituals do not always have all the inner circle in attendance. When Keziah Mason is off traveling in other places and worlds, the ritual is usually led by either William Danvers Johnston or Abigail LaRue. When Mason does attend, she may be accompanied by Nyarlathotep, with both leading the ritual—in addition to her familiar, **Brown Jenkin** (page 203).

Lesser rituals are usually concerned with worshipping Nyarlathotep and performing ceremonial rites with minor sacrifices (usually the bloodletting of coven members or animal sacrifice). Greater rituals are far darker affairs, celebrating Nyarlathotep and, through "him," invoking other Mythos entities, such as Yog-Sothoth. Greater rituals require a human sacrifice, with a preference for child sacrifice. Such unfortunates are taken from Arkham streets, snatched out of houses, or else obtained in another place, like Boston or Salem. The coven is careful to cover its tracks and tries to avoid drawing too much attention by its choice of murder victims. If Nyarlathotep is present, a pair of invisible hunting horrors protect "him." Otherwise, the summoning of other Mythos entities is possible, from ghouls to possession of one of the members by a portion of Yog-Sothoth. Under Keziah Mason's leadership, anything is possible.

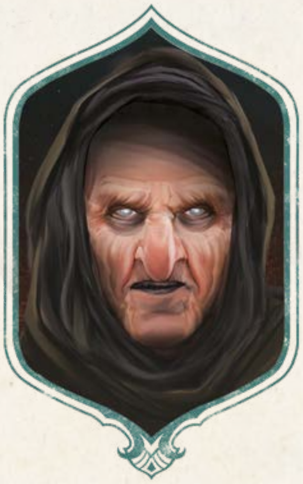
Associations

The Arkham coven has no connection whatsoever with the Miskatonic students (currently) charged with sacrificing animals on the **Unvisited Island** (401), nor do other town personalities, such as **Asenath Waite** (page 240), have links with them. Indeed, those Arkham residents that may practice "white magic" or follow the "Old Ways" of other earthly gods and goddesses have no truck with the coven. Yet, it is likely that the coven does have links to some other equally foul cults across the US and perhaps the world. As Keziah Mason makes extended use of magical Gates through other dimensions, it is reasonable to assume that she makes visits to other cult leaders to plot and scheme—all perhaps under the watchful eye and guidance of Nyarlathotep.

Coven Members

1. **Keziah Mason**, leader, cult name "Nahab."
2. **William Danvers Johnston**, 2nd in command, cult name "Ahmala."
3. **Joe Ambrose,** cult name "Jergat."
4. **Harold Beemis**, cult name "Balazar."
5. **Robert Czyenck**, cult name "Regneh."
6. **Abigail LaRue**, cult name "Tama."
7. **Edwin White Perkins III**, cult name "Jabal."
8. **Marla Slocum**, cult name "Shana."
9. **Daniel Swain**, cult name "Sugga."
10. **Jennifer Tilstrom**, cult name "Yula."
11. **Sheila Torsten**, cult name "Belag."
12. **Ellen Whipple-Smith**, cult name "Camlas."
13. **James Allen-White**, cult name "Katal."

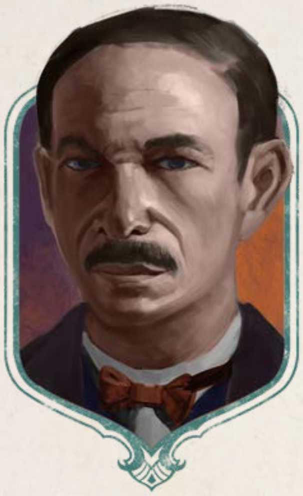
Details for each follow, although Keziah Mason's profile is on page 202 in the entry for **Dombrowski's Boarding House** (723).



Keziah Mason

"Nahab", age unknown

Mason is one of the original Arkham settlers, alive today because of her spells and mastery of Gates that allow her to pass through time and space at will. She is the undisputed leader of the Arkham coven. Most of the time, she is accompanied by her familiar, **Brown Jenkin** (page 203) and is personally acquainted with Nyarlathotep. Keziah Mason's profile is on page 202, within the entry for **Dombrowski's Boarding House** (723).



William Danvers Johnston

"Ahmala", age 50

STR	50	**APP**	40
CON	60	**POW**	80
SIZ	60	**EDU**	75
DEX	45	**SAN**	00
INT	90		

HP	12
DB	0
Build	0
Move	5
MP	16

Johnston is the vice-president at **Arkham First Bank** (214) and a member of the **Miskatonic Club** (804). A central figure in the coven for over 20 years, he is effectively second-in-command to Mason due to his intelligence and influence.

- **Description:** white male, with a long and weasel-like face, and slender of frame; always smartly dressed.
- **Traits:** a humorless fellow, he feigns an awkward laugh in social occasions.
- **Motivation:** power, wealth, and secret knowledge.

Skills

Charm 25%, Climb 30%, Credit Rating 76%, Cthulhu Mythos 61%, Drive Auto 40%, History (Arkham) 45%, Intimidate 70%, Library Use 45%, Listen 35%, Navigate (Arkham) 65%, Occult 75%, Persuade 60%, Psychology 40%, Stealth 45%.

Spells

Cloud Memory, Contact Dark One (Nyarlathotep), Flesh Ward, Gate, Shrivelling, Summon/Bind Hunting Horror, Voorish Sign, others at the Keeper's discretion.

COMBAT

	%	*DAMAGE*
Brawl	30% (15/6)	1D3
.38 auto	35% (17/7)	1D10
Dodge	22% (11/4)	

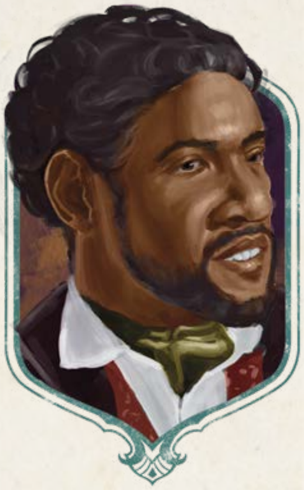
Pulp Cthulhu

Pulp Modification

- **HP:** 24
- **Luck:** 40
- **Move:** 7

Pulp Talents

- **Strong Willed:** gains bonus die on POW rolls.



Joe Ambrose

"Jergat", age 43

STR	70	**APP**	55
CON	80	**POW**	65
SIZ	55	**EDU**	55
DEX	60	**SAN**	00
INT	70		

HP	13
DB	+1D4
Build	1
Move	8
MP	13

Ambrose works at **Arkham Worsted Mills** (310) where he maintains and services the machinery. He is single and has a room at a boarding house on French Hill.

- **Description:** African-American man, broad shouldered, stocky, and below average height. He tends to dress in casual clothing.
- **Traits:** hard-working and industrious, he has a foul temper that is easily set off.
- **Motivation:** revenge on those who wronged him or belittled him.

Skills

Climb 40%, Credit Rating 32%, Cthulhu Mythos 37%, Drive Auto 40%, Electrical Repair 45%, Fast Talk 60%, Intimidate 60%, Listen 65%, Mechanical Repair 80%, Navigate (Arkham) 40%, Occult 30%, Psychology 45%, Stealth 65%, Throw 70%.

Spells

Dominate, Fist of Yog-Sothoth, Implant Fear, others at the Keeper's discretion.

COMBAT

	%	*DAMAGE*
Brawl	80% (40/16)	1D3 + 1D4 or baseball bat 1D8+1D4
Dodge	30% (15/6)	

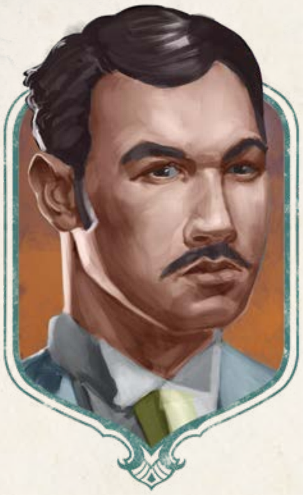
Pulp Cthulhu

Pulp Modification

- **DEX:** 90
- **HP:** 27
- **Luck:** 45
- **Move:** 9

Pulp Talents

- **Handy:** gains bonus die or reduces difficulty to Electrical/Mechanical Repair and Operate Heavy Machinery rolls.



Harold Beemis

"Balazar", age 39

STR	40	**APP**	55
CON	50	**POW**	65
SIZ	55	**EDU**	50
DEX	55	**SAN**	00
INT	70		

HP	10
DB	0
Build	0
Move	8
MP	13

Beemis performs odd jobs around Arkham, at times calling himself a mechanic, electrician, builder, gardener, and so on. Such work provides opportunities to steal and burglarize. More recently, he has discovered the value of obtaining information from the telegram messenger boys at the **B&M Train Station** (134), providing him with all sorts of useful details about Arkham folk. He has an apartment in the **Simpson Apartments** (911).

- **Description:** white man of average height, with a thin mustache and dark hair, who is otherwise nondescript and instantly forgettable. He wears what once was a fine suit that is now fraying around the edges.
- **Traits:** talkative, he likes to gain a person's confidence before robbing them blind.
- **Motivation:** acquisition of wealth, and information to gain power over others.

Skills

Charm 50%, Climb 60%, Credit Rating 33%, Cthulhu Mythos 35%, Drive Auto 50%, Electrical Repair 35%, Fast Talk 80%, History (Arkham) 40%, Library Use 35%, Listen 55%, Mechanical Repair 50%, Navigate (Arkham) 50%, Occult 35%, Psychology 65%, Sleight of Hand 60%, Stealth 65%.

Spells

Cloud Memory, Mental Suggestion, Wrack, others at the Keeper's discretion.

COMBAT

	%	*DAMAGE*
Brawl	40% (20/8)	1D3 or knife 1D4+2
Dodge	35% (17/7)	

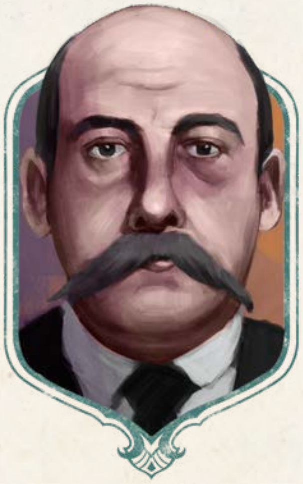
Pulp Cthulhu

Pulp Modification

- **HP:** 21
- **Luck:** 30

Pulp Talents

- **Handy:** gains bonus die or reduces difficulty to Electrical/Mechanical Repair and Operate Heavy Machinery rolls.



Robert Czyenck

"Regneh", age 41

STR	75	**APP**	35
CON	85	**POW**	75
SIZ	85	**EDU**	35
DEX	35	**SAN**	00
INT	55		

HP	17
DB	+1D4
Build	1
Move	6
MP	13

Czyenck owns the **Northside Market** (227), where he is a master butcher, able to turn his skills (and knives) to the disposal of murder victims with ease. He is married with one son and lives in a house in Northside.

- **Description:** a tall and overweight white male, with bushy mustache and eyebrows and balding head. He wears a suit that has seen better days.
- **Traits:** bullish, arrogant, and self-indulgent, he views most other humans as walking bags of meat.
- **Motivation:** greed; Czyenck has acquired a taste for human flesh.

Skills

Art/Craft (Butchery) 85%, Charm 60%, Climb 30%, Credit Rating 58%, Cthulhu Mythos 43%, Drive Auto 35%, Fast Talk 50%, First Aid 40%, Intimidate 65%, Listen 35%, Mechanical Repair 35%, Natural World 55%, Navigate (Arkham) 40%, Occult 30%, Psychology 30%, Stealth 50%, Throw 60%.

Spells

Dominate, Fist of Yog-Sothoth, Shrivelling, others at the Keeper's discretion.

COMBAT

	%	*DAMAGE*
Brawl	70% (35/14)	1D3+1D4 or large knife 1D8+1D4
Dodge	25% (12/5)	

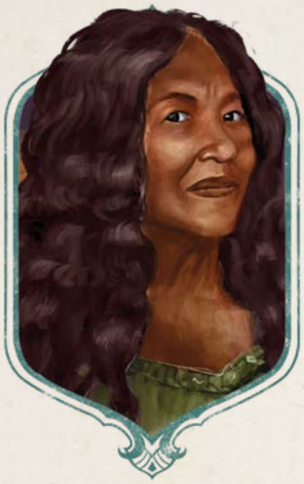
Pulp Cthulhu

Pulp Modification

- **HP:** 34
- **Luck:** 45
- **Move:** 7

Pulp Talents

- **Rapid Attack:** spend 10 Luck points to gain extra melee attack in single combat round.
- **Resourceful:** spend 10 Luck points to find a useful object or equipment.



Abigail LaRue

"Tama", age 57

STR	60	**APP**	70
CON	80	**POW**	85
SIZ	70	**EDU**	40
DEX	50	**SAN**	00
INT	75		

HP	15
DB	+1D4
Build	1
Move	5
MP	17

Born in New Orleans, LaRue spent much of her life there before relocating to Arkham (when Nyarlathotep commanded her to do so). She is steeped in the folk magic traditions of New Orleans, but, of course, has developed a twisted version that interweaves Mythos magic. At one time, she followed a fairly benevolent magical path, that is until she had an encounter with Nyarlathotep. In Arkham, she works as a live-in maid for the Shear family (**Harold Shear, Home of**, 819) in Uptown, where she is encouraging the young Jonathan Shear's pyromania.

- **Description:** woman of Creole heritage, with long, curly black hair (usually tied in a bun), and a stocky physique.
- **Traits:** gregarious and energetic personality.
- **Motivation:** sowing chaos.

Skills

Charm 70%, Climb 30%, Credit Rating 32%, Cthulhu Mythos 62%, Drive Auto 60%, Fast Talk 65%, History (Arkham) 30%, Intimidate 60%, Library Use 30%, Listen 45%, Navigate (Arkham) 45%, Occult 80%, Psychology 60%, Stealth 50%, Throw 50%.

Spells

Bless Blade, Contact Dark One (Nyarlathotep), Dominate, Graveyard Kiss (Create Zombie), Evil Eye, Flesh Ward, Implant Fear, The Red Sign, others at the Keeper's discretion.

COMBAT

	%	*DAMAGE*
Brawl	50% (25/10)	1D3+1D4 or knife 1D4+2+1D4
.38 auto	40% (20/8)	1D10
Dodge	30% (15/6)	

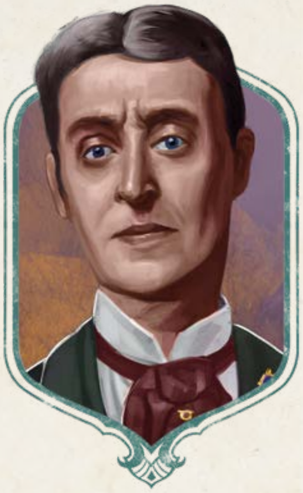
Pulp Cthulhu

Pulp Modification

- **HP:** 30
- **Luck:** 40
- **Move:** 7
- **Build:** 1(2)

Pulp Talents

- **Outmaneuver:** build increased by +1 when initiating combat maneuver.



Edwin White Perkins III

"Jabal", age 32

STR	55	**APP**	60
CON	60	**POW**	60
SIZ	60	**EDU**	70
DEX	65	**SAN**	00
INT	65		

HP	12
DB	0
Build	0
Move	8
MP	12

A wealthy, bachelor dilettante living at the **Hotel Miskatonic** (634) and, at the urging of the coven, is also a member of the **Eye of Amara Society** (910), where he has been tasked with learning what its members know about the Mythos—"very little" is what he believes so far.

- **Description:** white male of slim build, with an aquiline nose and greased-back hair. He wears fashionable suits and expensive jewelry.
- **Traits:** generally quiet, he likes to watch people and scheme.
- **Motivation:** excitement—he's soul-crushingly bored with the mundanity of existence.

Skills

Charm 35%, Climb 45%, Credit Rating 76%, Cthulhu Mythos 38%, Drive Auto 45%, Listen 60%, Navigate (Arkham) 35%, Occult 35%, Psychology 60%, Ride 60%, Stealth 70%.

Spells

Evil Eye, Mental Suggestion, Mindblast, others at the Keeper's discretion.

COMBAT

	%	*DAMAGE*
Brawl	30% (15/6)	1D3 or knife 1D4+2
Dodge	35% (17/7)	

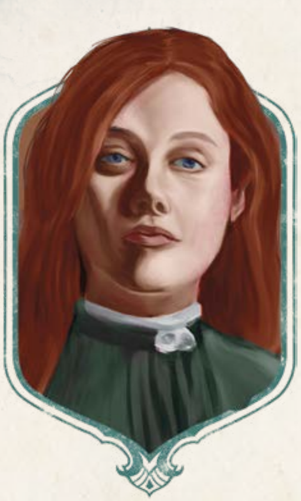
Pulp Cthulhu

Pulp Modification

- **HP:** 24
- **Luck:** 30

Pulp Talents

- **Photographic Memory:** remembers details, gains bonus die to Know rolls.
- **Resourceful:** spend 10 Luck points to find a useful object or equipment.



Marla Slocum

"Shana", age 28

STR	40	**APP**	70
CON	60	**POW**	70
SIZ	55	**EDU**	60
DEX	70	**SAN**	00
INT	65		

HP	11
DB	0
Build	0
Move	8
MP	14

Slocum is the chief store assistant and a dresser at **Hattie's Boutique** (425-A). She lives in a nice home in Northside with her unsuspecting husband, Darrell, a manager at the **Town Hall** (217).

- **Description:** a pretty, white woman, with long red hair. She always dresses smartly in conservative attire.
- **Traits:** humorless, catty, and cruel.
- **Motivation:** Marla wants to destroy things; she enjoys the suffering of others.

Skills

Charm 70%, Climb 60%, Credit Rating 43%, Cthulhu Mythos 39%, Drive Auto 30%, Intimidate 55%, Listen 55%, Navigate (Arkham) 50%, Occult 30%, Psychology 50%, Sleight of Hand 40%, Stealth 60%, Throw 35%.

Spells

Dominate, Evil Eye, Flesh Ward, others at the Keeper's discretion.

COMBAT

	%	*DAMAGE*
Brawl	35% (17/7)	1D3 or knife 1D4+2
.32 revolver	40% (20/8)	1D8
Dodge	35% (17/7)	

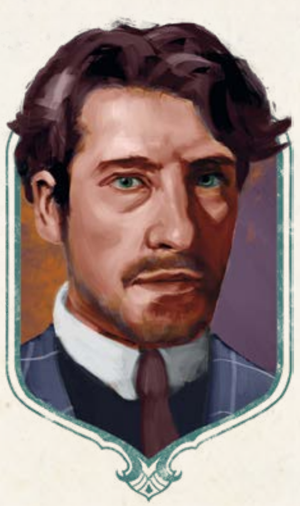
Pulp Cthulhu

Pulp Modification

- **HP:** 23
- **Luck:** 40

Pulp Talents

- **Alert:** never surprised in combat.



Daniel Swain

"Sugga", age 41

STR	35	**APP**	50
CON	60	**POW**	55
SIZ	60	**EDU**	75
DEX	60	**SAN**	00
INT	85		

HP	12
DB	0
Build	0
Move	7
MP	11

Swain teaches English at **Arkham Public High School** (603). He is married and has two children, with a house in the Lower Southside.

- **Description:** white male of average build, with a short beard and messy hair. He wears a plaid suit.
- **Traits:** lascivious, pretentious, and childish.
- **Motivation:** power over others, secret knowledge.

Skills

Charm 45%, Climb 55%, Credit Rating 33%, Cthulhu Mythos 36%, Drive Auto 40%, First Aid 40%, Library Use 55%, Listen 40%, Navigate (Arkham) 50%, Occult 40%, Psychology 50%, Stealth 50%, Throw 55%.

Spells

Cloud Memory, Enchant Knife, Evil Eye, others at the Keeper's discretion.

COMBAT

	%	*DAMAGE*
Brawl	30% (15/6)	1D3 or knife 1D4+2
Dodge	30% (15/6)	

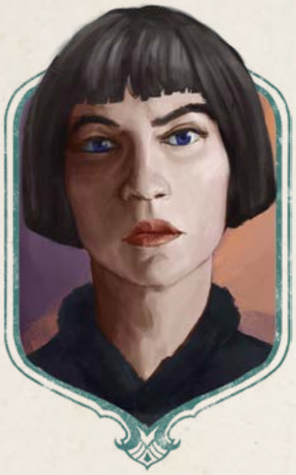
Pulp Cthulhu

Pulp Modification

- **HP:** 24
- **Luck:** 25
- **Move:** 8

Pulp Talents

- **Keen Hearing:** gains bonus die to Listen rolls.
- **Smooth Talker:** gains bonus die to Charm rolls.



Jennifer Tilstrom

"Yula", age 24

STR	55	**APP**	80
CON	70	**POW**	70
SIZ	55	**EDU**	70
DEX	75	**SAN**	36*
INT	90		

**SAN will eventually reduce to zero.*

HP	12
DB	0
Build	0
Move	8
MP	14

Tilstrom is a newly recruited administrator at the **Arkham Public High School** (603), having previously worked in a series of short-term roles for several Arkham businesses. The lascivious English teacher, Daniel Swain, recruited her to the coven. She currently lives with her parents in Uptown.

- **Description:** white woman with bob-cut hair and an average physique. She has deep, blue eyes and pouting lips. She dresses conservatively for work but, elsewhere, takes a more liberal approach to clothing.
- **Traits:** impulsive and selfish.
- **Motivation:** power over men, which she views as simply a means to an end; she pretends to go along with Daniel Swain's advances, but actually despises him and aims to do away with him when the time is right.

Skills

Charm 70%, Climb 55%, Credit Rating 26%, Cthulhu Mythos 28%, Drive Auto 45%, Fast Talk 45%, Library Use 40%, Navigate (Arkham) 55%, Occult 35%, Psychology 65%, Stealth 60%, Throw 40%.

Spells

Dominate, Flesh Ward, Implant Fear, others at the Keeper's discretion.

COMBAT

	%	*DAMAGE*
Brawl	50% (25/10)	1D3 or knife 1D4+2
Dodge	37% (18/7)	

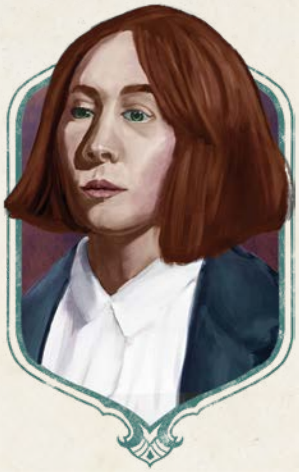
Pulp Cthulhu

Pulp Modification

- **HP:** 25
- **Luck:** 35

Pulp Talents

- **Fleet Footed:** spend 10 Luck points to avoid being Outnumbered in melee for one encounter.
- **Smooth Talker:** gains bonus die to Charm rolls.



Sheila Torsten

"Belag", age 22

STR	65	**APP**	60
CON	75	**POW**	65
SIZ	75	**EDU**	55
DEX	45	**SAN**	37*
INT	70		

**SAN will eventually reduce to zero.*

HP	15
DB	+1D4
Build	1
Move	7
MP	13

Torsten manages the campus branch of **Taranowski's Bakery** (442) and is the youngest coven member, recruited by James Allen-White. Torsten lives with her parents in Lower Southside.

- **Description:** slightly overweight white woman with bushy, brown hair and plain features. She dresses in practical, rather than fashionable, attire.
- **Traits:** bubbly, needy, and tactless.
- **Motivation:** fears she will not amount to much so seeks to gain influence and wealth.

Skills

Charm 60%, Climb 35%, Credit Rating 32%, Cthulhu Mythos 22%, Drive Auto 30%, Fast Talk 60%, Intimidate 45%, Navigate (Arkham) 65%, Occult 20%, Psychology 55%, Stealth 45%, Throw 60%.

Spells

Evil Eye, Mental Suggestion, others at the Keeper's discretion.

COMBAT

	%	*DAMAGE*
Brawl	60% (30/12)	1D3+1D4 or knife 1D4+2+1D4
Dodge	22% (11/4)	

Pulp Cthulhu

Pulp Modification

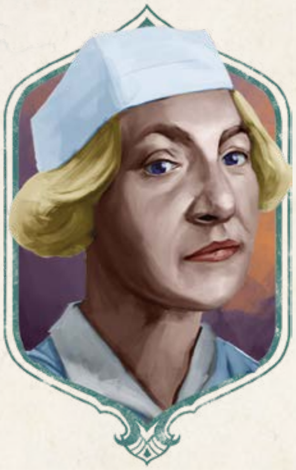
- **HP:** 30
- **Luck:** 35

Pulp Talents

- **Power Lifter:** gains bonus die to STR rolls.
- **Heavy Hitter:** spend 10 Luck points to gain additional melee damage die.

Ellen Whipple-Smith

"Camlas", age 51



STR	40	**APP**	50
CON	45	**POW**	80
SIZ	45	**EDU**	70
DEX	60	**SAN**	00
INT	75		

HP	9
DB	0
Build	0
Move	6
MP	16

A widowed and sweet-acting senior nurse at **St. Mary's Teaching Hospital** (626) and a lifelong resident of Arkham. She lives alone in an apartment in French Hill. She is a psychopathic killer, responsible for numerous patient deaths over the years. She covers her tracks well and, so far, no one has done the math and worked out the relationship between Whipple-Smith's "care" and deaths on the wards. Should someone take note of the situation, she will take moves to add them to her murder scorecard.

- **Description:** slender, white woman with pinched features. When not in her nurse's uniform, she wears a suit or pants and a sweater.
- **Traits:** under a mask of care and geniality, she is a heartless and cold killer who despises weakness.
- **Motivation:** power over others.

Skills

Administer Poison 80%, Charm 30%, Climb 40%, Credit Rating 36%, Cthulhu Mythos 42%, First Aid 70%, Intimidate 60%, Listen 65%, Medicine 55%, Navigate (Arkham) 45%, Occult 45%, Psychology 55%, Science (Biology) 35%, Science (Pharmacy) 55%, Sleight of Hand 80%, Stealth 80%, Throw 60%.

Spells

Cause/Cure Blindness, Cloud Memory, Enthrall Victim, Implant Fear, Wrack, others at the Keeper's discretion.

COMBAT

	%	*DAMAGE*
Brawl	45% (22/9)	1D3 or knife 1D4+2
.22 Derringer (2B)	40% (20/8)	1D6
Dodge	45% (22/9)	

Pulp Cthulhu

Pulp Modification

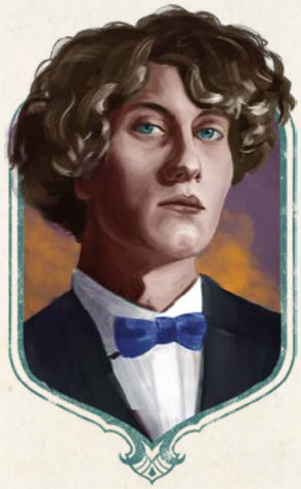
- **DEX:** 90
- **HP:** 18
- **Luck:** 60
- **Move:** 9

Pulp Talents

- **Tough Guy:** spend 10 Luck points to soak up 5 damage in one round.
- **Nimble:** does not lose next action when diving for cover.

James Allen-White

"Katal", age 28



STR	45	**APP**	70
CON	50	**POW**	60
SIZ	45	**EDU**	75
DEX	90	**SAN**	24*
INT	85		

**SAN will eventually reduce to zero.*

HP	9
DB	0
Build	0
Move	8
MP	12

Allen-White is a junior lawyer at **E. E. Saltonstall & Associates** (125). He is married, without children, and lives in a house in French Hill.

- **Description:** youthful-looking white man of slender frame (he could pass for a teenager in the right light), with mousy-brown hair.
- **Traits:** vain and fussy.
- **Motivation:** corruption and chaos.

Skills

Charm 70%, Climb 55%, Credit Rating 37%, Cthulhu Mythos 30%, Drive Auto 45%, Law 60%, Navigate (Arkham) 55%, Occult 30%, Psychology 45%, Stealth 55%, Throw 35%.

Spells

Cloud Memory, Evil Eye, Shrivelling, others at the Keeper's discretion.

COMBAT

	%	*DAMAGE*
Brawl	55% (27/11)	1D3 or knife 1D4+2
.32 revolver	35% (17/7)	1D8
Dodge	45% (22/9)	

Pulp Cthulhu

Pulp Modification

- **HP:** 19
- **Luck:** 30

Pulp Talents

- **Photographic Memory:** remembers details, gains bonus die to Know rolls.
- **Shadow:** gains bonus die or reduced difficulty to Stealth rolls; may make two surprise attacks.

Chapter 4

Guide to Arkham

Important, exemplary, and curious locations of Arkham and its environs are detailed in the following pages. Buildings and inhabitants of interest are noted, with statistical profiles provided for some, along with suggested plot seeds and other potential narratives for consideration.

The Neighborhoods

Arkham is comprised of nine neighborhoods, each described as follows. Beyond the town, its environs are covered in **The Outskirts**. Residences and places of note within each neighborhood are consecutively numbered, beginning with those in Northside numbering 100 to 199, and ending with Lower Southside's entries numbering 900–999. To differentiate the locations in the Outskirts, each entry is prefixed with "OS" and thus numbered as OS100–OS199.

- Neighborhood 1: **Northside** (100–199), pages 70–94.
- Neighborhood 2: **Downtown** (200–299), pages 95–113.
- Neighborhood 3: **East-Town** (300–399), pages 114–118.
- Neighborhood 4: **Merchant District** (400–499), pages 119–148.
- Neighborhood 5: **River-Town** (500–599), pages 149–158.
- Neighborhood 6: **Campus** (600–699), pages 159–191.
- Neighborhood 7: **French Hill** (700–799), pages 192–205.
- Neighborhood 8: **Uptown** (800–899), pages 206–213.
- Neighborhood 9: **Lower Southside** (900–999), pages 214–227.
- Environs: **The Outskirts** (OS100–OS199), pages 228–244.

For each neighborhood, every entry is assigned a three-digit number: the first digit indicates in which of the neighborhoods the reference can be found (1–9); the succeeding digits are the index number for the particular building, business, residence, or location. Thus, entry reference 202 is found in the Downtown area (Neighborhood 2), as the second entry listed for that neighborhood. Entries are ordered not by consecutive street address, but by an arbitrary entry number.

No attempt has been made to populate or detail the entire town. Though of absorbing interest to scholars, Arkham is, on the whole, an unexceptional small university town, rightly regarding itself as ordinary yet a cut above the average. Thus, not every nook and cranny has numbers and descriptions. Some buildings are unnumbered, and their interiors and inhabitants are a blank slate for you, as Keeper, to fill in as desired. Such modification and tailoring ensure each Keeper can bring a certain level of uniqueness to their own portrayal of Arkham. Such blank spaces may harbor friendly allies (NPC experts and contacts), villainous schemers, or could simply be the homes of investigators resident in the town. Each Keeper is invited to fill in Arkham with their own creativity.

As home, or as a place to visit, Arkham should grow and change. No two campaigns featuring Arkham should necessarily be identical in their details—in fact, ensuring the town metamorphizes to some extent helps to characterize its strangeness and works toward keeping players wrong-footed in assuming they know everything there is to tell about this brooding and legend-haunted place.

Streets & Alleys

The main streets of Arkham possess a systematic house-numbering system. Beginning at the intersection of Main and Garrison, blocks are numbered in ascending 100s, in the four cardinal directions on a grid system. Larger blocks, such as College and Pickman Streets (west of Garrison), count as four blocks in the scheme. Generally, traveling as the house numbers ascend, even-numbered addresses occur to the right, and odd-numbered addresses to the left. Dependent on the direction of travel, the conventions are:

- On a **West** street: even numbered locations are on the north side, and increase westward.
- On an **East** street: even numbered locations are on the south side, and increase eastward.
- On a **North** street: even numbered locations are on the east side, and increase northward.
- On a **South** street: even numbered locations are on the west side, and increase southward.

Thus, Albert N. Wilmarth's house (118 W. Saltonstall Avenue) is found on the north side of the street, facing south and near the corner of Garrison. Addresses followed by "½" or "A, B," etc., indicate a separate first, second, or higher storied apartment, office, or store. Some streets (such as Walnut) that occur only in one quadrant of town, do not bear the mostly ubiquitous N/S/E/W prefix.

Twists and turns sometimes throw the numbers awry, as will new structures or additions. Addresses located on courts or alleys can also make street numbers confusing. Alleys, in the main, are not on the map and are left to the Keeper's discretion. Typically, alleys are numerous, twisting, and poorly lighted, or else pitch-black and uninviting.

LOCATION NUMBERS

Arkham locations, as noted, are identified and organized by a Location Number (neighborhood, building index). Entries for personalities, items, and events may contain a parenthesized Location Number, which signifies the place most important or relevant to the entry.

Arkham Characters

Certain entries include notes about relevant non-player characters (NPCs), and some of these contain statistical profiles for the Keeper's benefit. Where knowledge of certain languages may be a factor, language skills are defined; otherwise, assume a standard ability with English based on EDU value. Additional information, such as spells, artifacts, significant history, and so on, is provided where appropriate. The Keeper has full rein to adapt and modify any and all to suit the demands of their game, as well as flesh out locations with additional NPCs as needed.

Note that, in most cases, the personal/romantic relationships and sexuality of named NPCs in the entries is intentionally left blank, enabling each Keeper to adapt the material herein to suit their desired depiction of Arkham and its residents. While those in same-sex relationships were, given the historical period, understandably careful about what they disclosed about their personal lives, we can be sure that LGBTQI+ people did live and work in Arkham alongside its heterosexual citizens. Just as the diversity of the investigators is in the hands of their players, that of the NPCs in Arkham is in the hands of the Keeper, who should ensure appropriate representation of all manner of folk in their games. For example, while the majority of Arkham is white, there are sizable communities of people of color, as well as sizeable communities from other cultures. The Keeper and players are encouraged to draw upon the diversity of cultures and communities present in Arkham in their own portrayal of the town.

Lastly, to reinforce the point, the Keeper has full permission to change and/or modify the people, places, and events as described. Arkham does not have "fun police," so neither should your gaming table. Have fun and make Arkham how you want it to be.

Arkham Directory

Accommodation, Hotels, & Boarding Houses

Location	Location Number	Address	Neighborhood
Borden Arms Hotel	130	488 W High Lane	Northside
Chelsea House Apartments	452	267 E Church Street	Merchant District
Clark's Residential Accommodations	815	276 W Saltonstall Street	Uptown
Dombrowski's Boarding House	723	197 E Pickman Street	French Hill
Folger's Boarding Houswe	105	719 Jenkin Street	Northside
Franklin Place, The	801	587 W Pickman Street	Uptown
Guardian Apartments	109	622 Brown Street	Northside
Harding Boarding House	117	561 Brown Street	Northside
Harriet Botsford Hotel for Women	637	122 W Pickman Street	Campus
Hotel Miskatonic	634	201 W College Street	Campus
Lewiston House Hotel	710	181 E College Street	French Hill
Simpson Apartments	911	648 Walnut Street	Lower Southside
Smith's Boarding House	713	288 Lich Street	French Hill
Szymanski's Boarding House	905	574 Walnut Street	Lower Southside
Terrace Building Apartments	112	611 Gedney Street	Northside
Tilden Arms Hotel	136	179 W Armitage Street	Northside
Timbleton Arms	808	111 W Pickman Street	Uptown
Walnut Street Apartments	906	22 Curzon Street	Lower Southside
Young Men's Christian Association (YMCA)	724	477 Powder Mill Street	French Hill
Young Women's Christian Association (YWCA)	728	415 S Sentinel Street	French Hill

Care Homes

Location	Location Number	Address	Neighborhood
Beacon of Hope Settlement House	512	508 E River Street	River-Town
Miskatonic Valley Veterans' Home	601	224 Boundary Street	Campus

Cemeteries

Location	Location Number	Address	Neighborhood
Christchurch Cemetery	921	Silver Brook Street	Lower Southside
Hangman's Hill	403	Old Wooded Graveyard	Merchant District
Old Arkham Graveyard	705	250 E Church Street	French Hill
Old Wooded Graveyard	402	Boundary Street	Merchant District
Potter's Field	102	945 N Garrison Street	Northside

Clandestine

Location	Location Number	Address	Neighborhood
Fenner's Roadhouse	OS108	Newburyport Road	Outskirts
Speakeasy, The	113	721 N Garrison Street	Northside
Sycamores (Speakeasy)	920	808 S French Hill Street	Lower Southside

Education

Location	Location Number	Address	Neighborhood
Arkham Academy for the Blind	718	327 S Sentinel Street	French Hill
Arkham East Public High School	510	550 E Main Street	River-Town
Arkham Public High School	603	665 W Church Street	Campus
Daniel Shay Public School	802	602 W High Street	Uptown
Eben S. Draper Public School	715	373 S Powder Mill Street	French Hill
Halsey Public School	918	391 E Miskatonic Avenue	Lower Southside
Hubbard Grade School	408	622 W Church Street	Merchant District
Jenkin Public School	107	W Curwen Street	Northside
Martin Public School	307	511 Noyes Street	East-Town
Miss Christian's School for Modern Women	120	577 Jenkin Street	Northside
Public Schools Building	407	601 W Main Street	Merchant District

Entertainment

Location	Location Number	Address	Neighborhood
Amherst Theater	225	480 N Garrison Street	Downtown
Art's Billiards	220	139 E Armitage Street	Downtown
Commercial House	133	297 W Armitage Street	Northside
Imperial Theater	726	348 S French Hill Street	French Hill
Manley Theater	106	670 Gedney Street	Northside

Penny Arcade	241	364 E High Lane	Downtown
Sander's Wax Museum	138	443 N Garrison Street	Northside
Taran Hall	907	434 S Peabody Street	Lower Southside
Telenews Cinema	213	552 N Garrison Street	Downtown

Financial Services

Location	Location Number	Address	Neighborhood
Arkham First Bank	214	150 E Hyde Street	Downtown
Arkham Loan Agency	114	621 N Garrison Street	Northside
Diamond Credit Agency	209	682 Marsh Street	Downtown
Federal Bond Agency	215-B	589½ Marsh Street	Downtown
Miskatonic Valley Savings Bank	234	420 Marsh Street	Downtown

Food & Drink, Restaurants

Location	Location Number	Address	Neighborhood
Anton's Restaurant	913	689 S Powder Mill Street	Lower Southside
Aunt Lucy's Diner	135	237 W Armitage Street	Northside
Bee's Diner	210	332 E Curwen Street	Downtown
Bell Cafe	437-B	132 E Main Street	Merchant District
Church Street Cafeteria	440	NE Corner of E Church & S Garrison	Merchant District
Cobbs Creamery	721	433 S Garrison Street	French Hill
Crawford's Restaurant	219	NE Corner of E Armitage & N Garrison	Downtown
Dennison's Ice Cream Emporium	226	148 E Armitage Street	Downtown
Desolate Highway Café	132	387 W Armitage Street	Northside
Fenner's Roadhouse	OS108	Newburyport Road	Outskirts
First National Grocery Store	231	422 N Garrison Street	Downtown
Fleetwood Diner	202	715 Dyer Street	Downtown
Grafton Diner	139	106 W High Lane	Northside
Italian Club, The	912	620 S French Hill Street	Lower Southside
Morgan's Lunch Cart	453	SE Corner of E Church & S Peabody	Merchant District
Northside Market	227	467 Marsh Street	Downtown
Pleasant Café	633	265 W College Street	Campus
Salt's Diner	917	207 E. Saltonstall Street	Lower Southside
University Spa	708	311 S Garrison Street	French Hill

Funeral Homes

Location	Location Number	Address	Neighborhood
Eleazar's Funeral Home	909	549 S French Hill Street	Lower Southside
Mehler's Funeral Parlor	704	171 Lich Street	French Hill
Morningside Funeral Parlor	915	503 S Sentinel Street	Lower Southside
Whitechapel Mortuary	608	581 W Church Street	Campus

Medical Practices & Services

Location	Location Number	Address	Neighborhood
Campus Infirmary	612-E	Miskatonic Campus	Campus
Dr. Allen Turner	119: 5A	350 W Armitage Street	Northside
Dr. Ephraim Sprague	119: 1A	350 W Armitage Street	Northside
Dr. G. Sinderwald, Recon. Surgeon	207	689 Marsh Street	Downtown
Dr. Gilroy R. Feldman, Dentist	119: 1B	350 W Armitage Street	Northside
Dr. Hartwell Morton	820	507 W Miskatonic Avenue	Uptown
Dr. Heinrich T. Muelhig, Psychiatrist	204	197 E Curwin Street	Downtown
Dr. Horton Wilson	812	522 W Saltonstall Street	Uptown
Gordon Psychiatric Home	902	107 E High Street	Lower Southside
Pickering Psychopathic Hospital	201	225 E Derby Street	Downtown
St. Mary's Teaching Hospital	626	Miskatonic Campus	Campus
Whitechapel Nursing Home	811	602 W Saltonstall Street	Uptown

Miscellaneous

Location	Location Number	Address	Neighborhood
Checkley Manor	302	633 Noyes Street	East-Town
Construction Site	116	570 N. West Street	Northside
Demolition Site	221	NW Corner of Marsh & E Armitage	Downtown
Docks, The	410	Merchant District	Merchant District
Dunham's Brickyard	517	700 E River Street	River-Town
Eleanor Peabody Charity Home	506	173 N Powder Mill Street	River-Town
Junkyard	516	211 N East Street	River-Town
Orne's Gangway	725	S French Hill Street	French Hill
Shore, The	502	E River Street	River-Town
Tenement	914	615 S French Hill Street	Lower Southside
Unvisited Island, The	401	Miskatonic River	Merchant District

Warehouses & Wharves, Easterly	444	North of E River Street	Merchant District
Warehouses, Commercial	411	Merchant District	Merchant District
Warehouses, Old	436	Merchant District	Merchant District

Newspapers

Location	Location Number	Address	Neighborhood
Arkham Advertiser	131	389 W Armitage Street	Northside
Arkham Gazette	110	350 W Hyde Street	Northside

Outskirts of Arkham

Location	Location Number	Neighborhood
Ammi Pierce Farm	OS111	Outskirts
Arkham Airfield	OS118	Outskirts
Arkham Gun Club Shooting Range	OS107	Outskirts
Athletic Field & Sporting Grounds	OS110	Outskirts
Blasted Heath, The	OS112	Outskirts
Chapman Farmhouse	OS103	Outskirts
Clark's Corners	OS113	Outskirts
Crowninshield Manor	OS114	Outskirts
Dark Ravine, The	OS106	Outskirts
Fenner's Roadhouse	OS108	Outskirts
Goody Fowler Cottage	OS117	Outskirts
Herber's Hill	OS109	Outskirts
High Lane Graveyard	OS104	Outskirts
Meadow Hill	OS105	Outskirts
Old Carter Mansion	OS115	Outskirts
Ordnam's Woods	OS101	Outskirts
Snake's Den Cave	OS116	Outskirts
Sumner's Pond	OS119	Outskirts
Town Dump	OS102	Outskirts

Personal Services

Location	Location Number	Address	Neighborhood
Ivan Toledo School of Dance	417	333 W Main Street	Merchant District
Barbershop	507	403 E Church Street	River-Town
College Barbershop	703-B	259½ S Garrison Street	French Hill
Keenan's Laundry	720	152 E College Street	French Hill
May Ladies Beauty Salon	809	122 W High Street	Uptown
Miss Christian's School for Modern Women	120	577 Jenkin Street	Northside
Miss Jenny's Beauty Parlor	429	288 W Church Street	Merchant District
Painless Tattoos	238	443 Fish Street	Downtown
Petrucci's Barbershop	919	708 S French Hill Street	Lower Southside
School of Positive Thinking	712	297 E College Street	French Hill
Southside Bathhouse	706	209 S Peabody Avenue	French Hill
Southside Gym	717	348 S Sentinel Street	French Hill
Uptown Laundry	124	565 Gedney Street	Northside
Worldwide Clipping Service	123	520-B Jenkin Street	Northside

Private Residences

Location	Location Number	Address	Neighborhood
Appley IV, Bartholomew	103	252 W Derby Street	Northside
Armitage, Henry	807	348 W High Street	Uptown
Crawford House	303	758 Noyes Street	East-Town
Crossham House	404	188 N Boundary Street	Merchant District
Derby Home	818	563 W Saltonstall Street	Uptown
Harold, Shear	819	680 W Miskatonic Avenue	Uptown
Morton, Hartwell (M.D.)	820	507 W Miskatonic Avenue	Uptown
Peaslee, Home	607	588 Crane Street	Campus
Portman, Stewart	805	299 W Pickman Street	Uptown
Renforth, Judith	104	498 W Curwen Street	Northside
Saltonstall, E. E.	814	354 W Saltonstall Street	Uptown
Thorne House	305	652 Federal Street	East-Town
Wilmarth, Albert N.	816	118 W Saltonstall Street	Uptown

Professional Services

Location	Location Number	Address	Neighborhood
Arkham Printing	508	106 N Powder Mill Street	River-Town
Bertrand Chambers, Attorney-At-Law	215-A	589 Marsh Street	Downtown
Bunden's Bindery	237	420 N Peabody Avenue	Downtown
Caleb Markham Locksmith	445	206 E Main Street	Merchant District
Daniel Upton, Consulting Architect	810	662 W Saltonstall Street	Uptown
E. E. Saltonstall & Associates	125	511 Gedney Street	Northside
Edwin Cassidy Attorney-At-Law	119: 4A	350 W Armitage Street	Northside
Elijah the Stonecutter	406	113 Boundary Street	Merchant District
Gedney & Brown Brokers	119: 2A	350 W Armitage Street	Northside
Happy Bee Construction Co.	240	412 Fish Street	Downtown
J. J. Abbott Taxidermist	122	588 Jenkin Street	Northside
Jedediah Marsh & Assoc.	111	621 Gedney Street	Northside

Kenneth Heath Private Investigator	205	136 E Curwen Street	Downtown
Manton & Manton Real Estate	119: 2C	350 W Armitage Street	Northside
N. E. School of Bookkeeping	722	103 E Pickman Street	French Hill
Optometrist	420	237 W Main Street	Merchant District
Pinter's Veterinary Practice	916	184 E Saltonstall Street	Lower Southside
Stigleitz & Son Insurance	119: 3A	350 W Armitage Street	Northside
Tower Professional Building	119	350 W Armitage Street	Northside
Worldwide Clipping Service	123	520-B Jenkin Street	Northside

Public Buildings

Location	Location Number	Address	Neighborhood
Arkham Police Station	228	302 E Armitage Street	Downtown
Arkham Public Library	211	630 Marsh Street	Downtown
Courthouse & Jail	212	667 N Peabody Avenue	Downtown
Independence Square	218	Downtown	Downtown
Massachusetts Guard Armory	216	560 Marsh Street	Downtown
Town Hall	217	551 N Peabody Avenue	Downtown

Public Services & Utilities

Location	Location Number	Address	Neighborhood
Arkham Bell Telephone	223	345 E Armitage Street	Downtown
Arkham Fuel & Coal Co.	115	562 High Lane	Northside
Arkham Gas Company	222	235 E Armitage Street	Downtown
Edison Electric & Gas	233	470 Marsh Street	Downtown
Fire Department	230	418 E Armitage Street	Downtown
French Hill Transformer Station	727	351 S French Hill Street	French Hill
Pump House & Water Tower	101	W Water Street	Northside
Transformer Station (Northside)	306	606 Whateley Street	East-Town
Transformer Station (Southwest)	602	322 Boundary Street	Campus
US Post Office	229	487 N Peabody Avenue	Downtown
Western Union	134	298 W High Lane	Northside

Religious Organizations

Location	Location Number	Address	Neighborhood
Arkham Reserved Congregational Church	821	651 W Washington Street	Uptown
Asbury Methodist-Episcopal Church	208	641 Marsh Street	Downtown
Bayfriar's Church	707	540 E Church Street	French Hill
Christchurch Episcopal	439	150 S Parsonage Street	Merchant District
East Church, The	505	444 E Main Street	River-Town
First Baptist Church of Arkham	711	214 Lich Street	French Hill
First Presbyterian Church	817	651 W Saltonstall Street	Uptown
First Unitarian Church of Arkham	304	656 Federal Street	East-Town
Our Lady of the Sacred Heart Church	908	554 S French Hill Street	Lower Southside
St. Michael's Catholic Church	714	432 Lich Street	French Hill
St. Stanislaus Catholic Church	904	522 Walnut Street	Lower Southside
Temple Baptist Church	308	571 Halsey Street	East-Town
Temple of Hope	719	142 E College Street	French Hill
West Church, The	409	561 W Main Street	Merchant District

Retail

Location	Location Number	Address	Neighborhood
Ace Alarms & Lock-Safes	415-A	433 W Main Street	Merchant District
Adams Lumber Yard	243	315 E Water Street	Downtown
Almen's Flowers	703-A	259 S Garrison Street	French Hill
Anderson's Furniture & Carpets	416	353 W Main Street	Merchant District
Arkham General Store	504	421 E Main Street	River-Town
Arkham Gift Shop	443	195 E Church Street	Merchant District
Arley's Boat & Bait	501	411 E River Street	River-Town
B. F. Jones Hardware	447	244 E Main Street	Merchant District
Ballard's Auto Lot	232	453 Marsh Street	Downtown
Bargain House Clothiers	449	390 E Main Street	Merchant District
Benson's Market	448	276 E Main Street	Merchant District
Bryant's Apothecary	441	135 E Church Street	Merchant District
Campus Bicycle Shop	702	146 E Church Street	French Hill
Caselius's Fine Jewelers	425-B	388½ W Church Street	Merchant District
Cunningham's Pet Shop	418-A	321 W Main Street	Merchant District
Curios & Antiques	419	261 W Main Street	Merchant District
E. Parrington Gunsmith	415-B	433½ W Main Street	Merchant District
E. Waite Goldsmith	424	478 W Church Street	Merchant District

F&M Trains & Toys	451	233 E Church Street	Merchant District
Fenner Avery Tobacconist	422-A	185 W Main Street	Merchant District
Gallery of Art	414	451 W Main Street	Merchant District
Gilman's Office Supplies	428	298 W Church Street	Merchant District
Gleason's Department Store	427	338A W Church Street	Merchant District
Harden's Used Books	446	226 E Main Street	Merchant District
Hardwicke's Stamps & Coins	121	561 Jenkin Street	Northside
Hattie's Boutique	425-A	388 W Church Street	Merchant District
Hogan's Bakery	716	302 S French Hill Street	French Hill
Jaywil's Book Store	432-A	224 W Church Street	Merchant District
Masse Groceries	423	SW Corner of W Main & S Garrison	Merchant District
Malloy's Timepieces	421-A	205 W Main Street	Merchant District
Manelli's Music Store	418-B	321½ W Main Street	Merchant District
Markwil's Theatrical Supply	438	148 E Main Street	Merchant District
Marsh's Confectionery	433	172 W Church Street	Merchant District
Newsstand	437-A	SE Corner of E Main & S Garrison	Merchant District
Newsstand	137	SW Corner of W Armitage & N Garrison	Northside
Nook Ends	638	102 W Pickman Street	Campus
O'Sullivan's Produce & Grocery	511	505 E Church Street	River-Town
Pike's Haberdashery	426	338B W Church Street	Merchant District
Radio Center, The	421-B	205½ W Main Street	Merchant District
Rare Books & Maps	126	588 Gedney Street	Northside
Sears-Roebuck Catalog Store	434	168 W Church Street	Merchant District
Stewart's Caravan	450	211 E Church Street	Merchant District
Sycamores (Florist)	920	808 S French Hill Street	Lower Southside
Taranowski's Bakery	442	135½ E Church Street	Merchant District
Taranowski's Bakery	118	511 Brown Street	Northside
Unconsidered Trifles	431	240A W Church Street	Merchant District
University Shoe Store	430	268 W Church Street	Merchant District
University Shop	432-B	224 ½ W Church Street	Merchant District
Walters' Optics & Fancy Toys	422-B	185½ W Main Street	Merchant District
Wellhealth Drugstore	701	Southeast Corner of E Church & S Garrison	French Hill
Woolworth Co. 5 & 10 Cent Store	435	110 W Church Street	Merchant District

Societies & Clubs

Location	Location Number	Address	Neighborhood
Arkham Bees House	628	234 W Pickman Street	Campus
Arkham Chamber of Commerce	127	520 Gedney Street	Northside
Arkham Historical Society	901	531 S Garrison Street	Lower Southside
Arkham Skulls House	803	526 W High Street	Uptown
Eye of Amara Society	910	131 E Saltonstall Street	Lower Southside
First Ladies of Arkham	813	432 W Saltonstall Street	Uptown
Italian Club, The	912	620 S French Hill Street	Lower Southside
Marching Miskies Headquarters	606	600 Crane Street	Campus
Masonic Lodge	108	436 W Hyde Street	Northside
Miskatonic Athletic Association	605	602 Crane Street	Campus
Miskatonic Club	804	311 W Pickman Street	Uptown
Miskatonic Players' Hall	604	604 Crane Street	Campus
Miss Andrews' Social Parlor	903	110 E Pickman Street	Lower Southside
Pickering House, The	301	698 Federal Street	East-Town
Rotary Club	206	650 N Garrison Street	Downtown
Sigma Tau Alpha Gamma House	631	136 W Pickman Street	Campus
Society for the Prevention of Cruelty to Animals	635	148 W Pickman Street	Campus

Trade & Manufacturing

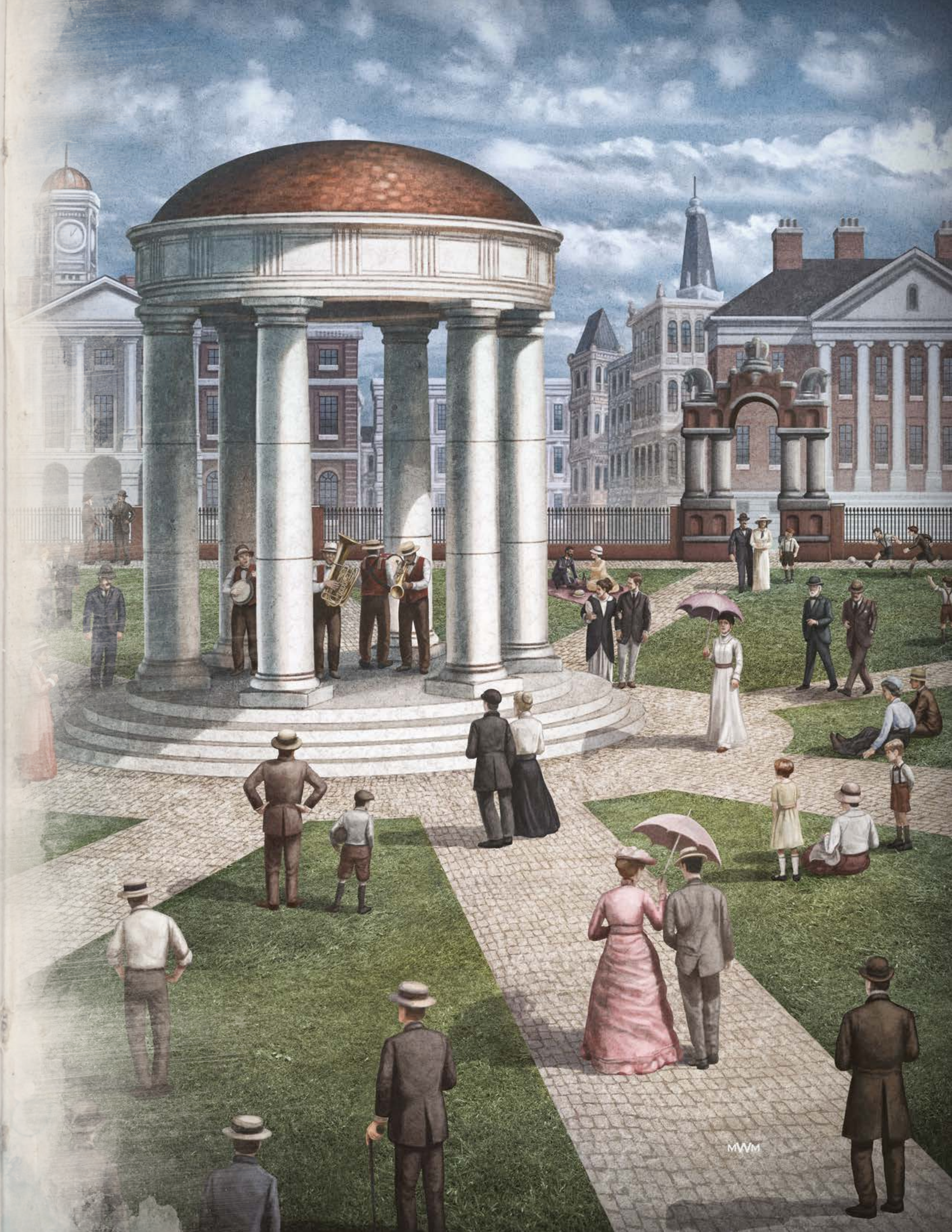
Location	Location Number	Address	Neighborhood
Ace Alarms & Lock-Safes	415-A	433 W Main Street	Merchant District
Anderson's Chemical Supply	309	650 E Armitage Street	East-Town
Arkham Baler Company	128	523 W Armitage Street	Northside
Arkham Dairy	405	559 W River Street	Merchant District
Arkham Pulp & Paper Co.	503	607 E River Street	River-Town
Arkham Worsted Mills	310	750 E Armitage Street	East-Town
Blacksmith	515	610 E River Street	River-Town
Brother's Shoe Factory	513	167 N Sentinel Street	River-Town
G. Schmidt, Glazier	514	137 N Sentinel Street	River-Town
Gregor Weilder Glassblower	509	191 N French Hill Street	River-Town
Ice House	311	600 E Water Street	East-Town
Lucky Clover Cartage Co.	412	200 W Main Street	Merchant District
Sheehan Contractor Supply	239	411 Fish Street	Downtown
Slaughterhouse	244	400 E Water Street	Downtown

Transportation

Location	Location Number	Address	Neighborhood
Arkham Bus Line	129	411 N West Street	Northside
Arkham Cab Co.	236	433 N Peabody Avenue	Downtown
Arkham Trolleys	224	405 E Armitage Street	Downtown
B&M Train Station	134	298 W High Lane	Northside
Frank's Service Station	413	NW Corner of W Main & N Garrison	Merchant District
Innsmouth Bus Stop	203	705 Dyer Street	Downtown
Lucky Clover Cartage Co.	412	200 W Main Street	Merchant District
MassGas Station	235	NW Corner of E High Lane & N Peabody	Downtown
Railroad Properties	140	Northside	Northside
Railroad Properties	242	Downtown	Downtown
Trolley Sidings	245	E Water Street	Downtown

University Buildings

Location	Location Number	Address	Neighborhood
Athletics Track & Field	610	501 Crane Street	Campus
Axton Field House	611	378 S West Street	Campus
Charles Tyner Science Annex	613	Miskatonic Campus	Campus
College of Medicine	624	676 W College Street	Campus
Copley Memorial Bell Tower	615	Miskatonic Campus	Campus
Derby Hall	621	Miskatonic Campus	Campus
Dorothy Upman Hall	619	Miskatonic Campus	Campus
East Dormitory	620	Miskatonic Campus	Campus
Eli Hall	630	309 W College Street	Campus
George Locksley Hall	618	Miskatonic Campus	Campus
Hoyt Administration Building	629	333 W College Street	Campus
Jonathan Edwards Hall	609	270 S West Street	Campus
Miskatonic University Garage	709	334 S Parsonage Street	French Hill
Orne Library	623	Miskatonic Campus	Campus
Packer House	632	166 W Pickman Street	Campus
President's House	622	Miskatonic Campus	Campus
Robert Carter Memorial Hall	614	Miskatonic Campus	Campus
Science Hall	612	Miskatonic Campus	Campus
St. Mary's Teaching Hospital	626	450 S West Street	Campus
Statue Lawn	616	Miskatonic Campus	Campus
Tabularium, The	806	442 W High Street	Uptown
University Bookstore	636	143 W College Street	Campus
University Exhibit Museum	627	687 W College Street	Campus
University Laundry & Steam Plant	625	611 W College Street	Campus
West Dormitory	617	Miskatonic Campus	Campus


MWM

Neighborhood 1: Northside

100–199

Originally, Northside comprised the blocks west of Garrison Street running to the boundary of High Lane, but since 1874, the western boundary migrated to West Water Street, effectively encompassing the strip of land bordering the northwestern shore of the Miskatonic River. The northern boundary rises above West Derby Street, while the river dictates the southern.

In general terms, the ground in this part of town slopes up steadily from the river until cresting along Derby Street. The intersection of Brown and Jenkin with Derby and Curwen boasts a number of large Georgian, Classical, and Victorian mansions. Most have large yards, often enclosed by stone walls and iron gates. Indeed, many of the estates along the north side of Derby have extensive private grounds; during summer months, the elite of Arkham society enjoy frequent garden parties.

South of Curwen Street is the town's commercial and financial area containing numerous professional offices. Landmarks include the seven-story Tower Professional Building, the Boston & Maine Railway Station, and the offices of Arkham's two newspapers, the *Gazette* and the *Advertiser*.

A handful of small factories populate the lower half of a pocket of land bordered on the south by West Water Street and north by High Lane and Bennet's Lane, although a number of these are currently abandoned and/or mothballed. North and south of Bennet's Lane, light industry gives way to farmland, which extends northward on the eastern bank of the river.

101 PUMP HOUSE & WATER TOWER

W Water Street

The pumping station pulls water out of the Miskatonic, filters it (though it does not purify it), and pumps it to a high storage tower. The gravity feed from the tower ensures decent water pressure for the entire town. The pump house is manned at all times and is operated by the Arkham Water Department (**Town Hall**, 217).

Over 60 feet (18 m) high, the tower overlooks the town. Iron rungs, attached to one of the legs, lead up to a narrow catwalk encircling the storage tank. From this vantage point, one may view the entirety of Arkham. The tower also acts as an emergency reserve in case the pumps break down.

Public health officials declare that purer water is a necessity, and engineers emphasize that the town has outstripped its present supplies, and that a reserve of fewer than 100,000 gallons is dangerously insufficient. The proposed reservoir west of town (an area currently encompassing **The Blasted Heath**, OS112) would solve Arkham's water problems.

Notable Folk

- Arthur Bowen, 48, is the foreman of the pumping station.

Historical

In 1896, pump-house workers were surprised to discover Richard Tobey, 28, attempting to poison the town's water supply. Restrained until the police could arrive, Mr. Tobey screamed and raged about "people with hidden faces" taking over the town. A subsequent investigation failed to validate any of Tobey's claims and, as of 1922, he resides in the permanent care of the **Pickering Psychopathic Hospital** (201).

Strangeness

From time to time, over the last 20 or so years, a small number of Arkham residents have reported seeing colored lights floating above the water tower. At times, the lights are said to move and wink with no obvious pattern. Subsequent investigation has yet to uncover any evidence to confirm the appearance of such lights and, with no signs of damage to any property, the authorities are somewhat perplexed. Despite the lack of evidence, speculation—somewhat fueled by rather sensational accounts described in the local newspapers—suggests rumrunners are somehow behind the phenomenon, although one "unnamed expert" from Miskatonic University suggested that the effect is a result of the town's night lights reflecting off the river and catching the water tower's ironwork.

102 POTTER'S FIELD

945 N Garrison Street

The traditional resting place of indigents, transients, and those without friends or next of kin and too poor to afford a grave of their own. Each grave has its own simple low granite marker inscribed solely with a number. A simple, chain-linked fence surrounds the area. The city stores burial records in the Clerk's Office at the **Town Hall** (217), although records of the oldest plots are spotty at best, with many lacking any information at all.

Notable Folk

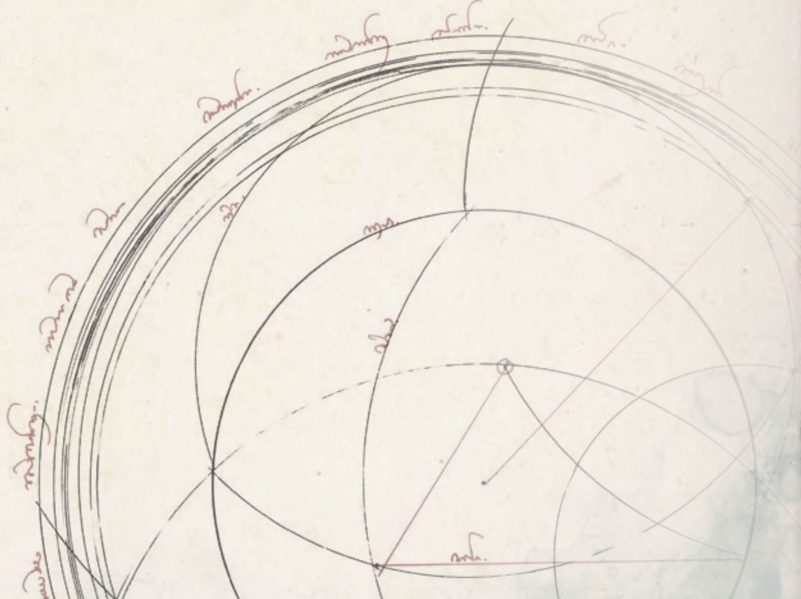
- The grounds are maintained, and graves dug, by Patrick O'Hare and Jeremiah Williams. Both do their very best to avoid staying beyond nightfall due to a strange sense of being watched and the disquieting sounds that sometimes can be heard beneath their feet.

Historical

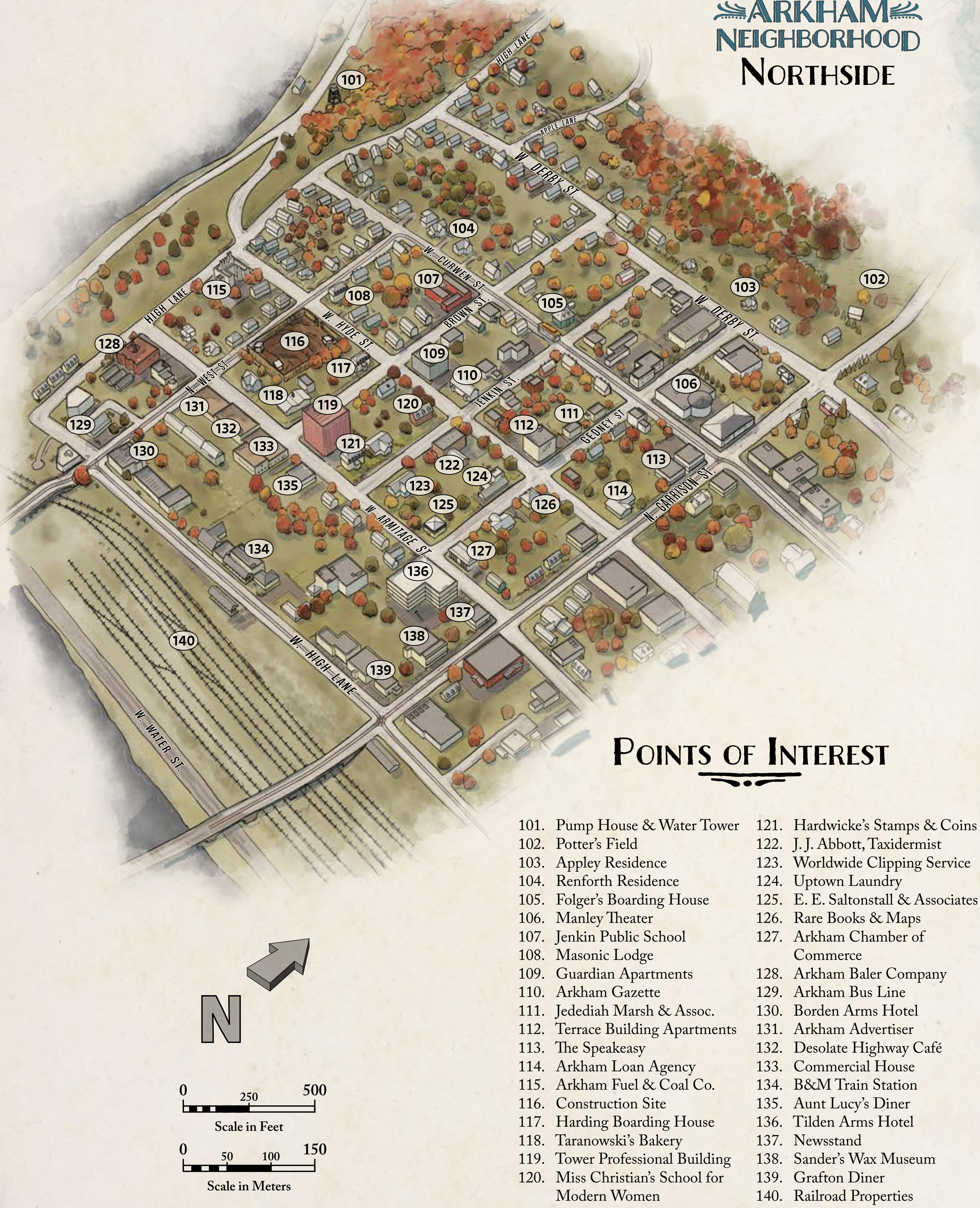
Every so often, medical students from **St. Mary's Teaching Hospital** (626) have used the address for Potter's Field in a variety of pranks. The most popular "hoot" is inviting freshman students to a dinner at "Dr. Potter's."

Strangeness

Herbert West made use of Potter's Field (circa 1900–1905) when conducting his reanimation experiments. The site has long been the haunt of ghouls, although one rarely sees them above ground, preferring to access the remains of those buried there via a network of tunnels. In the dead of night, if one listens carefully, the muffled sounds of the ghouls "working" below make their way up through the ground. See Lovecraft's "Herbert West—Reanimator."



ARKHAM NEIGHBORHOOD
NORTHSIDE


HIGH LANE
APPLE LANE
W. DERBY ST.
W. CURWEN ST.
BROWN ST.
W. HYDE ST.
JENKIN ST.
GEDNEY ST.
N. GARRISON ST.
N. WEST ST.
W. ARMITAGE ST.
W. HIGH LANE
W. WATER ST.
101
102
103
104
105
106
107
108
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118
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120
121
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123
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125
126
127
128
129
130
131
132
133
134
135
136
137
138
139
140
N
0
250
500
Scale in Feet
0
50
100
150
Scale in Meters

POINTS OF INTEREST

101. Pump House & Water Tower
102. Potter's Field
103. Appley Residence
104. Renforth Residence
105. Folger's Boarding House
106. Manley Theater
107. Jenkin Public School
108. Masonic Lodge
109. Guardian Apartments
110. Arkham Gazette
111. Jedediah Marsh & Assoc.
112. Terrace Building Apartments
113. The Speakeasy
114. Arkham Loan Agency
115. Arkham Fuel & Coal Co.
116. Construction Site
117. Harding Boarding House
118. Taranowski's Bakery
119. Tower Professional Building
120. Miss Christian's School for Modern Women
121. Hardwicke's Stamps & Coins
122. J. J. Abbott, Taxidermist
123. Worldwide Clipping Service
124. Uptown Laundry
125. E. E. Saltonstall & Associates
126. Rare Books & Maps
127. Arkham Chamber of Commerce
128. Arkham Baler Company
129. Arkham Bus Line
130. Borden Arms Hotel
131. Arkham Advertiser
132. Desolate Highway Café
133. Commercial House
134. B&M Train Station
135. Aunt Lucy's Diner
136. Tilden Arms Hotel
137. Newsstand
138. Sander's Wax Museum
139. Grafton Diner
140. Railroad Properties

ARKHAM'S SEWERS

Arkham possesses two separate water systems: one for sewage and one for storm drainage. Sewage is managed through the larger of the two systems, routing the town's effluents downstream and discharging them, untreated, into the Miskatonic outside of town. The storm drains handle runoff from rain and melting snow, and this system discharges at several points along the river within the town limits. The two systems are connected, in most places running parallel to one another.

The drainage system is at a slightly higher elevation than the sewer system. If rainfall is particularly heavy—more than the drains can handle—excess water spills off into the sewers and flows out of town by that system; however, if the runoff is too high, it fills the main sewer above the level of the storm drains, eventually mixing raw sewage in with the storm water. This foul concoction flows directly into the Miskatonic through the large storm drains. General practice calls for such "dilute sewage" to never exceed a concentration of one-part sewage to six-parts water. During dry weather, the drainage system is fairly free of water, but Arkham's main sewers flow around the clock, with highest volumes recorded during the morning and early evening hours. According to Arkham's public health officials, the system boasts water never more polluted than one-part sewage to eight-parts water.

Access Points

Manholes give direct access to the sewers and are found all around the town, usually located no more than 100 yards/meters apart. Of course, following the sewer lines any distance means wading through raw sewage.

Storm drains may be entered only through of one of the main discharge outlets located along the banks of the Miskatonic. These are large, brick and concrete structures that outlet directly beneath Arkham's three bridges. The circular openings are over 5 feet (1.5m) in diameter and closed off by barred iron gates secured with padlocks. During dry weather these drains are nearly empty, never carrying more than a trickle of water down the center. However, a strong, steady rain quickly turns a trickle into a considerable flow that is difficult to walk against. A sudden cloudburst produces a raging torrent of water that half-fills the pipe and poses a serious threat to anyone caught inside.

Note: throughout both systems, there is no fixed lighting and those entering these underground drains must bring their own light sources if they are not to rely solely on what little light passes through street-level grates and drains.

Layout

The drain and sewer systems parallel the streets of Arkham forming a grid almost identical to surface streets. Note that the systems north and south of the river are actually separate, self-contained systems. The largest drains are almost 5 feet (1.5 m) tall, running north and south along the major streets of West, Garrison, and Peabody. Branch connections from east-west streets occur at all intersections, joining the main drain in three-headed, Y-shaped joints. At such junctions, these branches are the same size as the main drains but quickly narrow to a diameter of about 3.5 feet (1 m) as they turn in the direction of their respective cross streets. Numerous smaller branches feed into these drains. On both sides of the river, the storm drains empty out beneath the bridges, plus at a couple of smaller outlets near East Street.

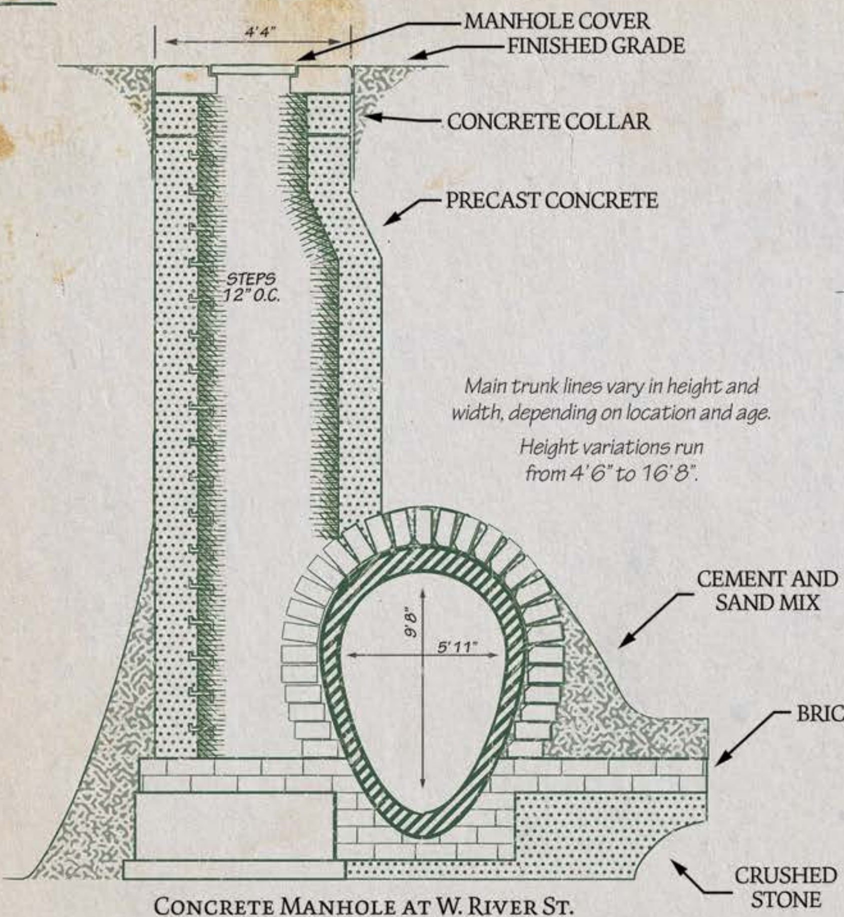
Both sewers and storm drains are roughly the shape of an inverted egg, constructed of brick and concrete supplied by **Dunham's Brickyard** (517) now long closed. In the sewer lines, raw sewage pours down the center of the tunnel in a continual stream, approximately 12 inches (30 cm) deep in the off-peak hours and reaching a height of around 2.5 feet (76 cm) during the peak hours of 6:00 am to 10:00 am and 4:00 pm to 9:00 pm. Conditions in the storm drain reflect what the Keeper decides about the weather outside, and may optionally call for a Luck roll. Remember, sudden heavy thunderstorms are not uncommon in this part of the country. Sense of smell isn't to be trusted due to the often-overpowering stink of the sewers, which may provoke a CON roll at the Keeper's discretion to avoid retching or worse. Likewise, those spending time in the sewers are, on exiting, liable to smell bad and offend the noses of the people they pass.

Notable Folk

- Bill Kent, 46, is the chief engineer of the sewer department, who took over the role this year (1922).
- Previously, Ted Rogers held the post until his retirement. Those wishing to seek out Ted can find him and his wife, Edna, in a house on Bennet's Lane.

Strangeness

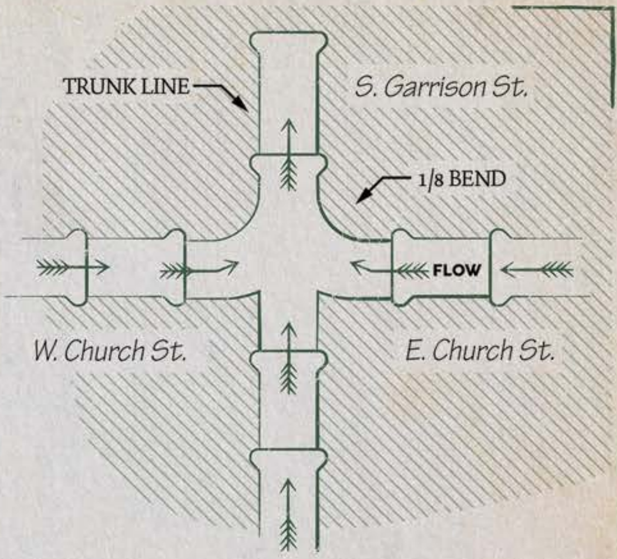
There are, like most towns and cities, tales of "things" in the Arkham sewers. For the most part, such tales haven't amounted to much and most believe them to be nothing but fuss and nonsense. Yet, from time to time, ghouls may wander from their tunnels, drawn by the scent of forbidden fruit occasionally deposited in the sewers by Arkham's criminal fraternity. See **Arkham's Tunnels**, page 144.


4'4"
MANHOLE COVER
FINISHED GRADE
CONCRETE COLLAR
PRECAST CONCRETE
STEPS 12" O.C.
9'8"
5'11"
CEMENT AND SAND MIX
BRICKWORK
CRUSHED STONE

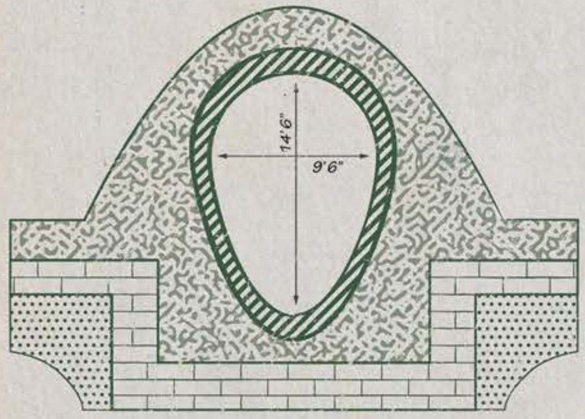
CONCRETE MANHOLE AT W. RIVER ST.
FRONT ELEVATION

Main trunk lines vary in height and width, depending on location and age.

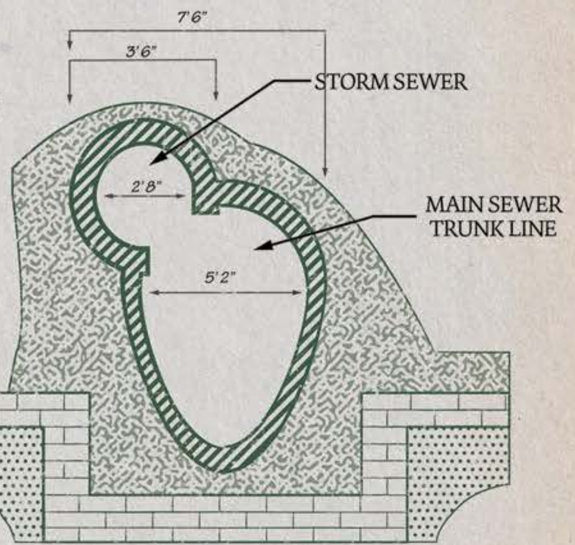
Height variations run from 4'6" to 16'8".


TRUNK LINE
S. Garrison St.
1/8 BEND
FLOW
W. Church St.
E. Church St.

STANDARD Y-JUNCTION
PLAN VIEW
Flow Toward Miskatonic River

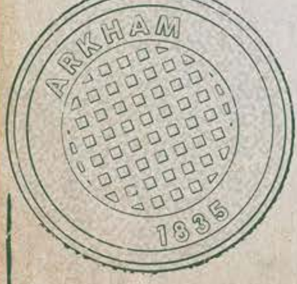


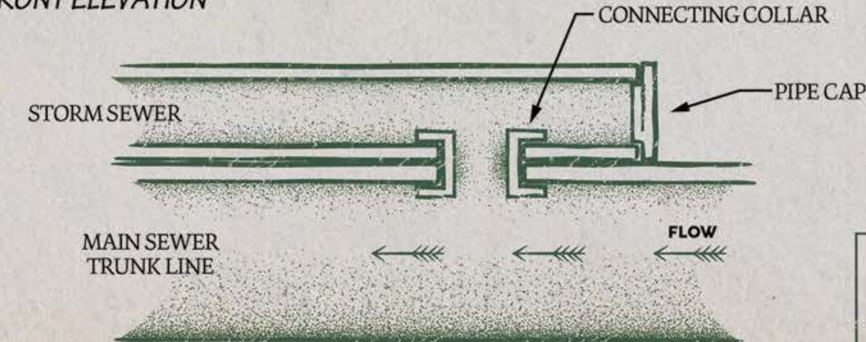
SEWER CROSSING
AT W. CHURCH ST.
FRONT ELEVATION


7'6"
3'6"
STORM SEWER
2'8"
MAIN SEWER TRUNK LINE
5'2"

STORM SEWER / MAIN SEWER LINE CONNECTION
FRONT ELEVATION

Manhole covers are standard size 2 feet in diameter, although smaller covers exist in older neighborhoods.

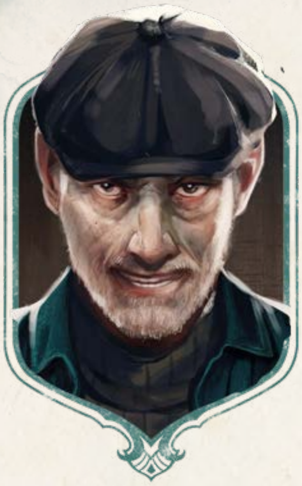

ARKHAM
1835


CONNECTING COLLAR
PIPE CAP
STORM SEWER
MAIN SEWER TRUNK LINE
FLOW

STORM SEWER / MAIN SEWER LINE CONNECTION
SIDE ELEVATION

ARKHAM SEWERS
RECORD PLAN
CITY OF ARKHAM
DEPT. OF PUBLIC WORKS

NOT TO SCALE



Patrick O'Hare

Gravedigger, age 56

STR	70	**APP**	40
CON	65	**POW**	60
SIZ	60	**EDU**	25
DEX	45	**SAN**	54
INT	45		

HP	12
DB	+1D4
Build	1
Move	6
MP	12

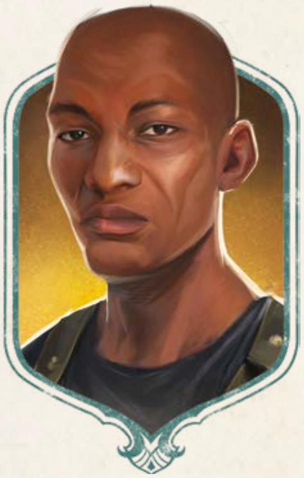
- **Description:** white male of Irish heritage, sinewy, with a pale complexion, and of average height.
- **Traits:** tendency to make the sign of the cross when speaking of the dead.

Skills

Credit Rating 25%, Fast Talk 45%, History (Arkham) 45%, Intimidate 35%, Listen 40%, Psychology 40%, Spot Hidden 35%, Stealth 65%, Throw 45%.

COMBAT

	%	*DAMAGE*
Brawl	40% (20/8)	1D3+1D4
Shovel	60% (30/12)	1D6+1D4
Dodge	30% (15/6)	



Jeremiah Williams

Gravedigger, age 33

STR	85	**APP**	50
CON	70	**POW**	65
SIZ	85	**EDU**	25
DEX	45	**SAN**	56
INT	50		

HP	15
DB	+1D6
Build	2
Move	8
MP	13

- **Description:** male of African-American heritage, tall and stocky, bald head, and piercing eyes.
- **Traits:** quiet, keeps to himself.

Skills

Credit Rating 20%, Intimidate 80%, Listen 60%, Persuade 35%, Psychology 30%, Spot Hidden 45%, Stealth 40%, Throw 55%.

COMBAT

	%	*DAMAGE*
Brawl	50% (25/10)	1D3+1D6
Shovel	80% (40/16)	1D6+1D6
Dodge	35% (17/7)	

103 BARTHOLOMEW APPLEY IV, HOME OF

252 W Derby Street

Bartholomew Appley is the sole heir of the Appley fortune. He lives in a fancy mansion on W Derby Street, where he throws huge parties most Saturday nights. When he is dry (a rare event), he complains of a hangover and prepares for another binge. His breakfast on Sundays is usually "hair of the dog."

Those invited to his parties get to enjoy exquisite food and drink the finest Canadian whiskeys; thus, many guests are habitual returners, always showing up for more. Police and neighbors shake their heads but don't intervene, since Appley so far has taken care of himself and goes out of his way to ensure such folk are "looked after."

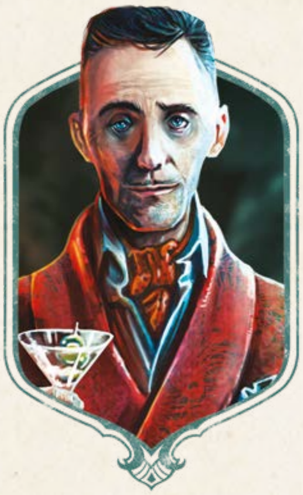
One of his more frustrating and annoying habits is his tendency to hop into a parked car (usually a modern and stylish one) when he spots the keys left in the ignition and drive off with enthusiasm. When he's done with a borrowed car, he parks up wherever he is, turns it off, and wanders away—usually blocks from his home or even miles from town. His chums now affectionately call him "Mr. Toad," after the character in *The Wind and the Willows*. Nowadays, his neighbors all know to make sure they don't forget to take their car keys out.

Historical

Bartholomew Appley did not always drink. His problem started around four years ago, after his father died.

Strangeness

While paying his respects to his newly interred father at the family crypt (**Christchurch Cemetery,** 921), Appley heard strange scrabbling noises from within. Opening the crypt's door, he stepped inside to witness a pair of ghouls fighting over his father's remains. He screamed, slammed the door shut, and ran home. He now drinks to forget.



Bartholomew Appley IV

Dilettante, age 36

STR	50	**APP**	55
CON	65	**POW**	40
SIZ	65	**EDU**	75
DEX	50	**SAN**	34
INT	70		

HP	13
DB	0
Build	0
Move	7
MP	8

- **Description:** white male, painfully thin, dark and thick hair, sunken eyes.
- **Traits:** overly enthusiastic about everything, drinks heavily.

Skills

Anthropology 30%, Art/Craft (Sing) 60%, Charm 80%, Credit Rating 65%, Cthulhu Mythos 3%, Drive Auto 40%, Fall Down Without Injury 80%, Fast Talk 50%, History 60%, Language (Latin) 20%, Library Use 35%, Listen 35%, Psychology 45%, Spot Hidden 30%, Stealth 45%, Throw 40%.

COMBAT	%	DAMAGE
Brawl	35% (17/7)	1D3
Dodge	40% (20/8)	

104 JUDITH RENFORTH, HOME OF

498 W Curwen Street

Home of Judith Renforth a noted scholar and historian. Independently wealthy, Renforth is often traveling, undertaking primary research for her writing, which includes both non-fiction and several science-fantasy novels. Thus, the house stands empty for months, sometimes years, at a time, with its upkeep and care administered by attorneys **E. E. Saltonstall & Associates** (125). Currently, the property is vacant as Ms. Renforth departed Arkham in 1921—no one seems to know where she was headed, although it is likely that Mr. Ellis E. Saltonstall, Sr. knows.

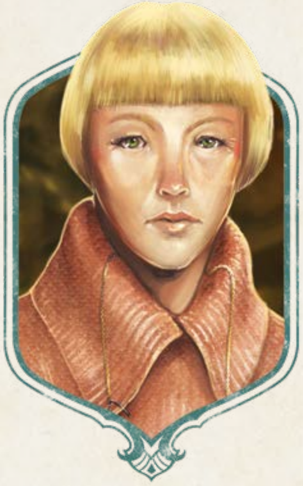
Renforth possesses a well-stocked library of occult, esoteric, and historical lore, as well as a unique collection of strange artifacts brought back from her travels. Rarely does Renforth open her home to others, preferring to shut herself away to focus on her work; thus, she is known for being something of a hermit. And, when she is traveling, despite requests from academics and private scholars to gain access to the house's store of knowledge, the diligent Mr. Ellis E. Saltonstall, Sr., insists the house remains closed at all times until his client *"returns from wherever her travels have taken her."*

Important Things

Within the house's library are, at the Keeper's discretion, copies of Mythos tomes or fragments thereof, while within a locked desk drawer is Renforth's own translation of the *R'lyeh Text* (KR 233*), transcribed in code (requiring a successful Extreme Cryptography roll and time to decipher). In addition, all manner of artifacts may be located here—the Keeper is advised to weave plots around such objects so that they may instigate new adventures or else provide answers or assistance for ongoing scenarios.

Strangeness

Given Renforth's collection of notes, books, and objects stored inside the walls of this house, all kinds of weirdness could arise, especially when the aging author is away on her travels. A bizarre artifact might "activate" of its own accord and release "something" to trouble the good people of Arkham. Perhaps the proximity of such objects and tomes could cause unexpected consequences? And, what of Renforth herself? What has she seen on her travels and what "changes" to her mind, body, or beliefs have resulted?



Judith Renforth

Traveling scholar, age 46

STR	60	**APP**	45
CON	70	**POW**	90
SIZ	70	**EDU**	93
DEX	55	**SAN**	54
INT	90		

HP	14
DB	+1D4
Build	1
Move	4
MP	18

- **Description:** white female, with white-blonde, bob-cut hair, and eye seemingly filled with sadness.
- **Traits:** obsessed with the acquisition of knowledge; she can be equally charming and belligerent.

Skills

Anthropology 80%, Archaeology 70%, Charm 65%, Credit Rating 82%, Cthulhu Mythos 36%, Demolitions 30%, History 80%, Library Use 60%, Listen 70%, Natural World 70%, Navigate 45%, Occult 85%, Persuade 45%, Psychology 55%, Science (Astronomy) 45%, (Botany) 30%, (Chemistry) 15%, (Geology) 20%, (Pharmacy) 30%, (Zoology) 25%, Stealth 40%, Survival (Desert) 35%, Track 35%.

Languages

Arabic 70%, English 93%, French 60%, Latin 65%.

Spells

At the Keeper's option, may know up to 2D3 spells.

COMBAT	%	DAMAGE
Brawl	40% (20/8)	1D3+1D4
Dodge	30% (15/6)	

Pulp Cthulhu

Pulp Modification

- **HP:** 28
- **Luck:** 90
- **Move:** 7

Pulp Talents

- **Alert:** never surprised in combat.
- **Linguist:** able to determine what language is being spoken (or what is written); gains a bonus die to Language rolls.

105 FOLGER'S BOARDING HOUSE

719 Jenkin Street

This three-story boarding house, known locally as the "Curse House," primarily serves MU students and travelers. The rooms are simple, with shared bathroom facilities on each floor. Room rental ranges between $40 to $60 per month. Folger's serves breakfast between 6:30 am to 7:30 am daily, and locks the front door at 11:00 pm, although a key can be lent out with prior arrangement.

Bedbugs and other pests are problems for guests on the top floor. The landlord has previously paid to have an expert pest exterminator come in, but the problem seems to keep reappearing and won't go away.

Notable Folk

- Isaac Hoffman, 54, is the balding and overweight landlord, and a widower. He maintains and runs the place for David Folger, the owner, who lives in Salem.
- Sarah Hoffman, 24, is the landlord's niece who prepares breakfast and evening meals. Her favored method of cooking is boiling.

Historical

The building was originally the home of Hesper Payne, convicted of witchcraft in 1692. As she stood on the scaffold, she pronounced a curse on Arkham, promising vengeance from beyond the grave. Long-term tenants all know the story, as do the Hoffmans.

Strangeness

Some guests have experienced weird or nightmarish dreams while staying here. A few say they dreamt of Old Mistress Payne calling to them, while others describe a terrifying horned man lurking at the foot of their beds. Some believe the curse is not only behind the weird dreams but also the preponderance of bugs and pests lurking in the walls, ceilings, and beds.

106 MANLEY THEATER

670 Gedney Street

While the Manley Theater has begun to show moving picture features and still runs some vaudeville comedies, it prides itself on being a legitimate stage. The **Arkham Amateur Theatre Company** (see box nearby) pays a major portion of the rent (the season begins with rehearsals in February and lasts through August), as do the **University Players** (page 163), who schedule performances throughout the school year.

The theater has a box office, front of house reception area (formerly with a wet, now dry, bar), cloakrooms, and a proscenium stage, with an audience capacity of 400. Mrs. Nelly Samson is the owner-manager and employs a crew of 12 (full- and part-time) staff to cover front of house and backstage, increasing this number temporarily during larger productions as necessary—liberal arts students can often be found temping here.

Notable Folk

- Nelly Samson, 57, is the exuberant owner-manager.
- Jed Smith, 49, is the less exuberant crew chief.

107 JENKIN PUBLIC SCHOOL

W Curwen Street

Providing elementary education of grades 1–8 (ages 6 to 14) from the first Monday in September till the last Friday of May. The school day lasts six hours, five days a week. Currently, the school provides education for approximately 200+ children.

Notable Folk

- Alfred McGuiness, 44, is the school principal. A relative newcomer to Arkham, McGuiness is brimming with progressive ideas about education. He is also keen to encourage younger (i.e., less conservative) parents to become involved in the school's board.

ARKHAM AMATEUR THEATRE COMPANY

The company rehearses and performs in the Manley Theater (note that the company prefers to use the English spelling of "theatre"). Their last production was Henrik Ibsen's *Hedda Gabler*, starring Elizabeth Peabody.

The company welcomes enthusiastic newcomers, especially those who bring some dramatic or technical experience. Membership amounts to a $20 initiation fee and $10 annual dues. Casting for parts is the sole province of the company's director, Andrew Lamont, who has a reputation as something of a firebrand. Rehearsal hours can, at times, be long, with evenings and weekends given over to a forthcoming production. Despite the hard work, the cast parties are renowned for being particularly wild affairs.

Benefits

After the first year of membership and providing an investigator has regularly rehearsed and performed on stage (and has not undertaken any other rigorous training), they may add +1D10 percentiles to two skills from Charm, Fast Talk, Intimidate, Persuade, or Disguise, to a maximum of 50%. Further yearly increases may occur (of +1D6 percentiles to one skill from this list), but the investigator must roll a standard experience check (aiming to fail a skill roll) to qualify. Members who perform stage/technical crew work may choose to raise either Mechanical Repair or Electrical Repair following the same basis.

108 MASONIC LODGE

436 W Hyde Street

Local branch of the world-spanning "secret" society of Freemasons, a secular, fraternal organization that believes in a superior being (often called the Great Architect of the Universe). Like most lodges, the Arkham Lodge is divided into three degrees: Entered Apprentice, Fellow of the Craft, and Master Mason. A significant number (assume 25%) of Arkham's business, professional, and academic elite are members, all of whom are likely to provide aid (in various forms) to fellow members when needed. The organization is more dedicated to rational thinking and building professional contacts than anything particularly esoteric.

Arkham Lodge membership amounts to $65 a year, is by invitation only, and open only to men. The wives of members, plus a few other ladies, organize their own social functions. Note that the Catholic Church forbids membership in this organization.

Women's Associate Group

While not formally part of the main organization, an informal "associate" group for women exists, which meets separately and does not include the more formal and secretive aspects of the male version. In the main, this group undertakes charitable works and acts as the female equivalent of the Masonic "boys' network."

Lodge Offices

Currently, local businessman Caleb Carson is the lodge's Worshipful Master, with four principal officers beneath him: Senior Warden, Junior Warden, Treasurer, and Secretary.

Benefits

A member in good standing gains a bonus die when making a Credit Rating roll (or a roll associated with their Credit Rating, such as a social skill) when dealing with financial institutions, the police, and so on within Arkham. Use of a Masonic secret handshake ensures both parties recognize one another as members. Of course, investigator members may be called upon to provide aid to a fellow member—the Keeper may use this device to introduce NPCs, plot hooks, and political/social machinations conducted away from the public eye in Arkham.

Strangeness

Buried away somewhere within the lodge are what remains of the paperwork and notes taken from the now defunct Innsmouth Masonic Lodge. Such information might, at the Keeper's discretion, provide insight into the Esoteric Order of Dagon's takeover of Innsmouth.

109 GUARDIAN APARTMENTS

622 Brown Street

The building is four-stories tall and contains 24 apartments for rent at $60 per month. The apartments are spacious (three-rooms), well-appointed, and comfortable, with hot and cold running water, a bathroom, a kitchen sink, an icebox, and a four-burner gas stove with oven. The building's superintendent lives on-site in an apartment on the first floor and, thus, maintenance and general order is excellent and timely.

Notable Folk

- Jimmy Fassbender, 37, is the building's superintendent, and lives with wife, Miriam, on-site.
- Dr. Jabir Shariq (page 170) of Miskatonic's **Department of Middle Eastern Studies** (614-D) resides here.

Strangeness

An observant visitor may notice the carved limestone figures flanking the entranceway—two armored knights, one bearing a mace, the other a sword. Both stand on a pedestal upon which is carved an inscription, although the script is wholly unfamiliar, even to expert linguists. If anyone asks Jimmy Fassbender about them, all he can say is that the building's owner purchased them at auction around 24 months ago and had them fitted to the entrance.

110 ARKHAM GAZETTE

350 W Hyde Street

Arkham's first newspaper, the *Gazette*, was established in 1806 by Aaron Crane, who served as both editor and publisher. It began daily publication in 1894; before then, it was a fat weekly. The Crane family still owns the newspaper with Michael Crane, the managing editor—though he does little more these days than read the mail and curse his rival publisher, Harvey Gedney, at the **Arkham Advertiser** (131).

The *Gazette* is printed at 3:00 am every morning, six days a week; Sunday papers are printed on Saturday afternoon at 2:00 pm and distributed that evening. Though it has happened five times since 1900, it takes a momentous event for the *Gazette* to run a special edition. Weekday issues cost 4 cents, while the Sunday edition costs 8 cents—a touch more expensive than its rival—due to the *Gazette* having a higher page count, publishing about 20 percent more text daily than the *Advertiser*. The *Gazette* has never missed an edition in 100+ years of publishing.

Of the two newspapers in town, the *Gazette* is the more conservative, featuring town and valley news to the virtual exclusion of international events. It is especially notable for its large number of county correspondents who report family visits and other crossroads events.

The paper employs two full-time editors, three full-time reporters, two secretaries, a linotypist, two casemen, two pressmen, a circulation & advertising manager, and part-time help and correspondents as needed. Office hours at the *Gazette* are 8:00 am to 5:00 pm, Monday to Friday, and 8:00 am to 12:00 noon on Saturdays.

Notable Folk

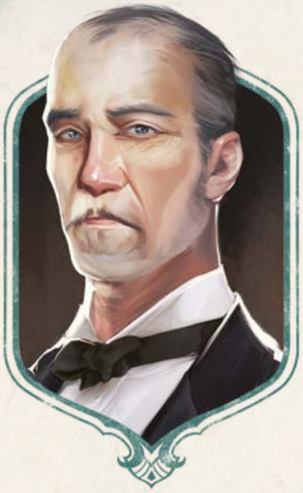
- Publisher & editor Michael Crane, 62, is noticeably protective of Arkham's businessmen, notables, and old families, and they reward his concern with larger display advertising and longer subscriptions. He is a particularly demanding boss and calculating in his manipulation of people to get what he wants, although age has mellowed such traits.
- Willard Peck, 44, chief reporter for the *Gazette*. Peck heralds from an elite family of long standing in Arkham, and so his local connections are excellent. He knows a great deal about Arkham's public and hidden sides, with contacts throughout the town's social strata, although he would never consider risking his contacts in terms of his published stories, nor is he prone to flights of fancy. Thus, he feels it is his duty to protect the honest citizens of Arkham from scandal and unsubstantiated rumor. He is not a stooge for wrongdoers: he honestly respects the people of Arkham.

Historical

Stored in the basement is a complete collection of the *Gazette's* back issues—at the Keeper's discretion, a small portion might be missing (such as some issues in the periods 1845–1848 and 1864–1868). This collection is priceless, since no other exists. Beginning in the 1880s, issues were printed on acid-processed paper, and in later years these have become more fragile. Access to these archives is grudgingly given, especially so after a nameless young man recently attempted to run off with a whole stack of issues from 1846.

Strangeness

Those surveying the Gazette's back issues may find a small handful of duplicate issues within the collection. Upon closer inspection, such duplicate issues are not wholly identical. Small differences, seemingly insignificant, reveal themselves after careful study. A thorough examination of the "duplicate" issues may find at least one notable news item in each—such as the report of a fatal accident, a mysterious death, and so on. If an investigator points out these weird inconsistencies to a reporter (such as Willard Peck), he insists they must be some sort of old prank. Whether this strangeness is down to a prank or some far darker plan is in the hands of the Keeper.



Michael Crane

Managing Editor, age 62

STR	40	APP	45
CON	50	POW	65
SIZ	65	EDU	75
DEX	55	SAN	63
INT	85		

HP	11
DB	0
Build	0
Move	4
MP	13

- **Description:** aging white male, balding and clean-shaven; he is tall and slim, with angular features and thin lips.
- **Traits:** demanding and cantankerous, he has no time for fools or those who haven't checked their facts.

Skills

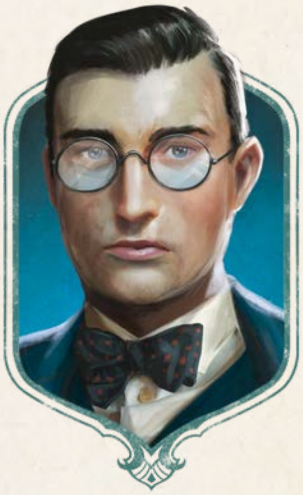
Accounting 45%, Credit Rating 76%, History 45%, History (Arkham) 65%, Intimidate Journalists and Others 70%, Library Use 40%, Listen 50%, Persuade 65%, Psychology 65%, Spot Hidden 40%, Stealth 50%.

COMBAT

	%	*DAMAGE*
Brawl	35% (17/7)	1D3
Dodge	30% (15/6)	

Languages

English 75%, German 30%, Latin 40%.



Willard Peck

Chief Reporter, age 44

STR	55	APP	70
CON	60	POW	65
SIZ	65	EDU	70
DEX	55	SAN	60
INT	70		

HP	12
DB	0
Build	0
Move	6
MP	13

- **Description:** white male, clean-shaven with side-parted, dark-brown hair; somewhat overweight, with rosy cheeks and spectacles. He favors tweed with a bowtie.
- **Traits:** generally calm but can get exasperated and loud when a deadline is looming; a quiet observer of life, who tends to keep his own counsel.

Skills

Accounting 25%, Art/Craft (Fly Fishing) 40%, Art/Craft (Photography) 40%, Be Sincere 80%, Charm 65%, Credit Rating 65%, Drive Auto 45%, Fast Talk 40%, History 35%, History (Arkham) 70%, Library Use 80%, Listen 70%, Persuade 45%, Psychology 60%, Spot Hidden 60%, Stealth 35%, Throw 60%.

Languages

English 70%, Latin 60%.

COMBAT

	%	*DAMAGE*
Brawl	40% (20/8)	1D3
Dodge	35% (17/7)	

111 JEDEDIAH MARSH & ASSOC.

621 Gedney Street

Providing legal and accounting services, and specializing in New England genealogies, burials, cargo salvages, tax records, title searches, and so on. The firm was established in 1861 by Jedediah Marsh and has subsequently built a highly respectable reputation in the town and across the Miskatonic Valley.

While the firm's fees are reasonable, they may delay new commissions and work in favor of their retainer clients, many of whom have a long association with Jedediah. For undertaking ordinary historical or legal research, new clients pay a $5.00 hourly rate—assume an 80% chance of successful completion for such jobs.

Although Jedediah is in early sixties he shows no sign of slowing down and continues to be the primary point of contact for the firm's oldest clients. New clients are, usually, seen by his younger associates: either Zachary Winesap or Janet McCrimmon.

Notable Folk

- Jedediah Marsh, 63, is the owner and still something of a workhorse.
- Zachary Winesap, 43, and Janet McCrimmon, 46, are associates.

Strangeness

Jedediah Marsh is a distant relative of the Innsmouth Marshes, though from long before Captain Obed Marsh's alliance with the deep ones. Nevertheless, because of his firm's work and his personal connections, Jedediah is aware that there is something very wrong in Innsmouth, although he keeps such concerns to himself and prefers to put the matter out of mind. Potentially, given the right circumstances, he could either become an ally for the investigators or for his less-than-human relations. Or he may continue to keep well away from the affairs of Innsmouth lest old family connections decide to pay him a visit.

112 TERRACE BUILDING APARTMENTS

611 Gedney Street

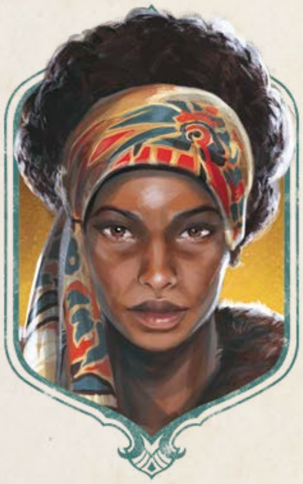
This four-story building, erected in 1902, offers rooms for $40 per month. While not as well-fitted out as the **Guardian Apartments** (109), it is nevertheless a decent place to live in a good area. Apartments are smallish, three-room affairs (bedroom, lounge-kitchen, and toilet), with external bathrooms shared between two apartments. The building's superintendent, Santiago Silva, lives off-site, but visits each weekday to maintain the building's services and deal with any repair work; for after-hours emergencies, Silva can be contacted by telephone.

Notable Folk

- Santiago Silva, 34, is the building's superintendent, and lives off-site in the Lower Southside neighborhood.
- Minerva "Minnie" Coleman, 33, has an apartment on the third floor from which she provides a professional mediumship service.

Strangeness

The apartments now stand on what was once the old Palmer Building, which housed a number of business offices and apartments during the 1800s. The last tenants of the Palmer Building left in 1893, with the place boarded up and abandoned until the owners sold the land for construction. "The Palmer" was always considered a depressing and sorrowful place, with the office workers renowned for getting sick with headaches and all manner of afflictions. Indeed, over its lifespan, the building gained an unsavory reputation due to the number of accidents and deaths within its walls. Rumor has it that David, the son of Benjamin Palmer, the building's owner, died in mysterious circumstances just one month after its official opening, seemingly throwing himself from its roof, although no satisfactory motive ever surfaced regarding what was, by all accounts, a lively and gregarious young man with a promising future. Strangely, at least six other people died due to falls from the building's roof or windows over the following years. In time, more and more people refused to work there, and businesses moved out to less problematic premises. In 1893, a survey found significant structural damage and the building was deemed unsound. It remained boarded up until 1901 when the owners demolished it and sold the land. Only time will tell if the Palmer's sorrowful influence will creep up from the ground into the bricks of the Terrace Building Apartments.



Minerva "Minnie" Coleman

Psychic & Medium, age 33

STR	40	**APP**	55
CON	80	**POW**	80
SIZ	55	**EDU**	40
DEX	60	**SAN**	80
INT	80		

HP	13
DB	0
Build	0
Move	8
MP	16

- **Description:** African-American woman, below average height, with a broad frame and round face; hair usually tied back with a scarf.
- **Traits:** outgoing and casual, she has a commanding voice, and her hands tend to form strange symbols as she talks.

Coleman has always believed she could see dead people since she was a little girl, an ability she shared with her maternal grandmother, and has been giving psychic readings ever since. Since arriving in Arkham just three years ago, she has established herself and gained a clientele from the town's social elite, many of whom seek to contact loved ones lost in the Great War and other tragedies. When not providing mediumship, Coleman divines the future by reading tarot cards and tea leaves, using pendulums, and astrology.

Provided with a personal item of a deceased person, she may be able to contact their spirit—if she fails to contact a specific spirit within 1D3 sessions, she is never able to do so. Sessions are always at least a week apart, and the normal fee is $20 per session; the charge increases to $40 for seemingly wealthy clients and decreases to $5 or less for those from poorer families with whom Coleman feels a strong connection or who otherwise touch her heart.

She keeps her occult paraphernalia atop and within a sideboard. All in all, there is nothing particularly ghoulish (no skulls or bones); instead, she has pendulums, salt in a velvet pouch, astrology charts, and so on.

Psychic Powers

In a classic game, the Keeper should decide if Coleman's powers are real and to what extent they could help or hinder the plot. At the Keeper's discretion, she can contact the soul of a specific dead person, with each session of mediumship costing her 1D10 magic points; she may channel up to 1D6–1 spirits in a session. In *Pulp Cthulhu*, Coleman has the Psychic skills noted below (see *Pulp Cthulhu*, pages 83–86).

Skills

Astrology 65%, Charm 70%, Credit Rating 32%, Fast Talk 70%, History 30%, Intimidate 50%, Listen 60%, Natural World 35%, Occult 70%, Psychology 80%, Sleight of Hand 60%, Stealth 30%, Throw 50%.

COMBAT

	%	*DAMAGE*
Brawl	45% (22/9)	1D3
Dodge	40% (20/8)	

Pulp Cthulhu

Pulp Psychic Skills

Clairvoyance 45%, Divination 65%, Medium 75%.

113 THE SPEAKEASY

721 N GARRISON STREET

A clandestine tavern for respectable Arkham residents; laborers and other rowdy types may not enter—that (and its quasi-respectable business hours) explains in great part why the community tolerates it. Known simply as "The Speakeasy," the Arkham police force tolerates it because it never causes them any trouble; plus, its manager, Ruby Simmons, pays a regular stipend to the beat patrolmen to ensure everyone looks the other way.

Would-be patrons can find the main entrance by walking down an unmarked basement stairwell to a door. Knocking on the door causes a shutter to open, which allows the doorman, Sam Flinn, to see who's there. Sam decides who gets inside, although he always admits strangers accompanied by a regular patron. Established regulars can come and go as they please. He stops sex workers at the door, while sleazy-looking customers are told self-righteously by Sam to *"go to Bolton — Arkham's for decent people."*

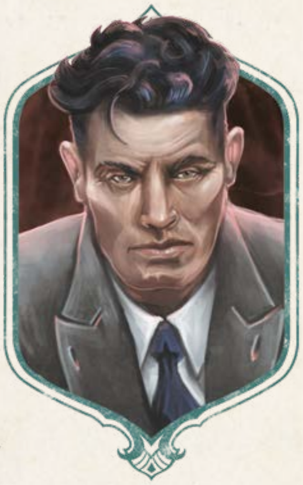
Prices vary from 25 to 75 cents a drink, depending on quality, availability, and whether a band is playing. Business hours are from 12:00 noon to 11:00 pm, closed Sundays. Mikey Catchpole is the bartender, with Ruby handling front of house and entertainment bookings. The basement squeezes in 30 tables, a bar, and a dance floor, plus a backroom office and storage. Jazz music is a Friday specialty.

Boston mob financiers actually own the operation; they have an arrangement with Danny O'Bannion (**Lucky Clover Cartage Co.**, 412). While the joint is kept clean in terms of criminal enterprise, O'Bannion's toughs (like Sam) provide security.

Notable Folk

- Sam Flinn, 46, the doorman, connected to O'Bannion's crew.
- Mikey Catchpole, 33, the barman, an unattached ladies' man who mixes a mean cocktail.
- Ruby Simmons, 41, manager, heralds from Boston but loves Arkham's small-town feel.
- "Saint Looey" Larry Freen, 35, cardsharp and gambler, for whom this is his second home.

Speakeasy People



Sam Flinn

Doorman, age 46

STR	70	**APP**	40
CON	70	**POW**	70
SIZ	85	**EDU**	30
DEX	55	**SAN**	68
INT	65		

HP	15
DB	+1D4
Build	1
Move	6
MP	14

- **Description:** white male, stocky and above average height, he has a square jaw, a clean-shaven face, and wears a dark-gray suit. Most people see no more than his piercing eyes through the entrance-door shutter, and that's enough to keep them inline. Sam does not carry a gun; his fists seem to do just fine.
- **Traits:** while he looks dour and angry most of the time, his laugh is deep and loud.

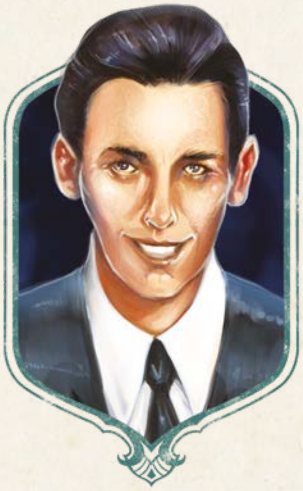
Skills

Credit Rating 18%, Drive Auto 40%, Fast Talk 45%, Firearms (Rifle/Shotgun) 45%, First Aid 45%, Intimidate 80%, Listen 45%, Mechanical Repair 30%, Navigate (Arkham) 60%, Psychology 70%, Spot Hidden 60%, Stealth 35%, Throw 40%.

COMBAT

	%	*DAMAGE*
Brawl	70% (35/14)	1D3+1D4 (+1 brass knuckles)
Club (small)	70% (35/14)	1D6+1D4
.38 revolver*	35% (17/7)	1D10
Dodge	40% (20/8)	

**Not carried on person.*



Mikey Catchpole

Barman, age 33

STR	45	**APP**	70
CON	50	**POW**	55
SIZ	45	**EDU**	45
DEX	80	**SAN**	55
INT	75		

HP	9
DB	0
Build	0
Move	8
MP	11

- **Description:** white male, slim, with greased-back dark hair and an angular but handsome face; dresses with flair. While he doesn't carry a handgun, he keeps a shotgun behind the bar; so far, he's never needed to use it.
- **Traits:** always smiling, showing a full set of gleaming white teeth; a social chameleon, he adapts to whichever personality is required for the customer he's serving.

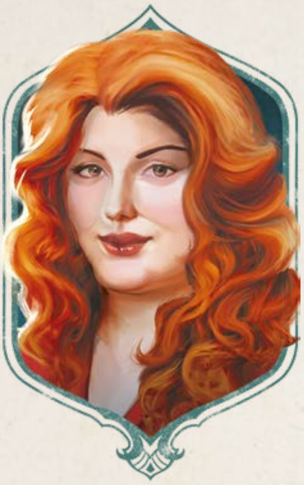
Skills

Credit Rating 25%, Drive Auto 44%, Fast Talk 65%, First Aid 45%, History (Arkham) 45%, Listen 60%, Navigate (Arkham) 65%, Psychology 65%, Spot Hidden 35%, Stealth 40%, Throw 35%.

COMBAT

	%	*DAMAGE*
Brawl	40% (20/8)	1D3
20-g shotgun (2B)*	30% (15/6)	2D6/1D6/1D3
Dodge	40% (20/8)	

**Kept under the bar.*



Ruby Simmons

Manager, age 41

STR	55	APP	60
CON	70	POW	75
SIZ	75	EDU	50
DEX	50	SAN	73
INT	70		

HP	14
DB	+1D4
Build	1
Move	6
MP	15

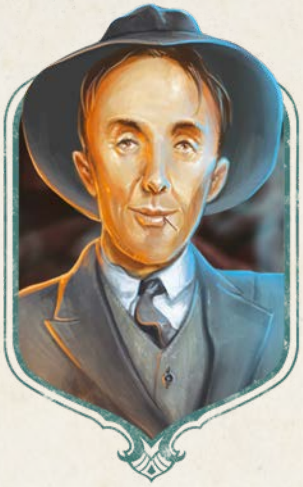
- **Description:** white female, ample-sized physique, with long and curly red hair; she favors red dresses and red lipstick.
- **Traits:** brash and domineering, she gives as good as she gets; she's seen pretty much everything, so little phases her.

Skills

Credit Rating 36%, Drive Auto 30%, Fast Talk 55%, Firearms (Handgun) 30%, First Aid 40%, Language (Italian) 20%, Listen 35%, Mechanical Repair 35%, Navigate (Arkham) 35%, Psychology 50%, Spot Hidden 40%, Stealth 30%, Throw 40%.

COMBAT

	%	*DAMAGE*
Brawl	50% (25/10)	1D3+1D4 or knife 1D4+2+1D4
Dodge	50% (25/10)	



"Saint Looey" Larry Freen

Gambler, age 35

STR	40	APP	70
CON	60	POW	65
SIZ	55	EDU	30
DEX	85	SAN	65
INT	70		

HP	11
DB	0
Build	0
Move	8
MP	13

- **Description:** white male, tall and skinny, he wears a nondescript gray suit and a gray fedora propped back on his head; he's always smiling and chewing a stick of gum.
- **Traits:** Lives to make small wagers with anyone who passes by; he's content to win by luck or cheating (Sleight of Hand combined with Fast Talk), and he knows enough funny stories to make the experience entertaining.

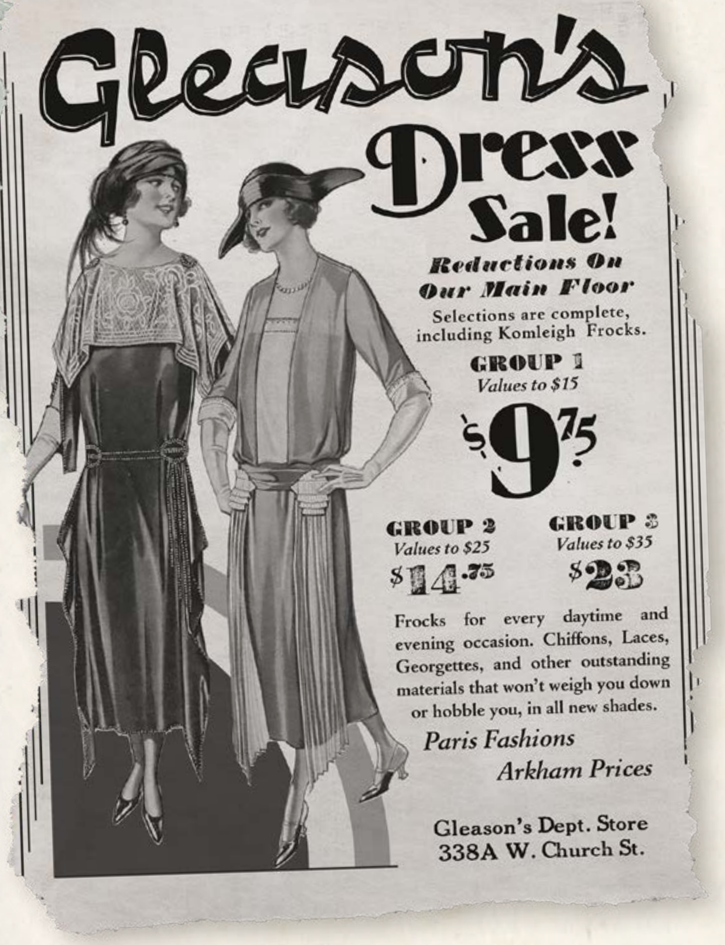
Skills

Credit Rating 16%, Fast Talk 65%, Language (Italian) 25%, Listen 30%, Navigate (Arkham) 55%, Psychology 60%, Sleight of Hand 80%, Spot Hidden 50%, Stealth 55%, Tell Joke 80%.

COMBAT

	%	*DAMAGE*
Brawl	35% (17/7)	1D3
Dodge	50% (25/10)	

The Speakeasy



Gleason's Dress Sale!

Reductions On Our Main Floor

Selections are complete, including Komleigh Frocks.

GROUP 1
Values to $15
$9.75

GROUP 2
Values to $25
$14.75

GROUP 3
Values to $35
$23

Frocks for every daytime and evening occasion. Chiffons, Laces, Georgettes, and other outstanding materials that won't weigh you down or hobble you, in all new shades.

Paris Fashions
Arkham Prices

Gleason's Dept. Store
338A W. Church St.

114 ARKHAM LOAN AGENCY

621 N Garrison Street

A tiny establishment specializing in higher-risk loans, i.e., the sorts of loans that the local banks will not place. Accordingly, interest rates are high, and the firm is quick to repossess when clients cannot meet repayments. In the main, their clientele is law-abiding but desperate, having been turned away from Arkham's banks. Thus, immigrants from Ireland, Italy, Portugal, and Poland are likely customers, as well as poor African American and white families.

Getting a Loan

Meetings are by appointment only and they do not accept walk-ins. Aidan Fitzgerald arranges all the loans, supported by his secretary Maeve Maloney. Generally, loans in the range of $50 to $250 are the bread and butter of his business, but Fitzgerald has on occasion loaned in the range of $1,000 to $10,000 where he sees the customer can a) afford it, or b) owns enough assets that can serve as collateral on the loan (such as their car, home, etc.). Interest rates are high, around 6–8 percent (compared to the standard 4–5 percent at one of Arkham's banks). Payments are spread over a period of no more than 24 months, with repayments beginning one month from the receipt of the loan.

An investigator doesn't need to convince Fitzgerald—he's happy to loan money to anyone, but he won't loan large amounts (thousands) to anyone with a Credit Rating below 40 percent. If the deal or applicant looks like it will cause him a headache, Fitzgerald refuses the loan.

Late payment is frowned upon. Non-payment invites a "friendly" visit or summons from Fitzgerald to arrange payment (usually within five days). Continued non-payment results in a final warning visit with threats; thereafter, Fitzgerald takes legal action. In some cases, to avoid delay or legal complications, he commissions a couple of toughs to repossess/take assets to repay the debt (in part or in full). Depending on the circumstances and amount owed, they may take harsher measures, up to and including physical harm. Note that investigators taking a loan and then skipping town will find a "welcome" reception awaiting them when they eventually return to Arkham.

Notable Folk

- Aidan Fitzgerald, 36, is the owner.
- Maeve Maloney, 25, provides secretarial support.

Historical

To ensure a "smooth-running business," Fitzgerald pays protection money to mobster Danny O'Bannion (**Lucky Clover Cartage Co.**, 412); other than this, the firm has no relationship with O'Bannion's crew. Those looking for a loan to help finance criminal enterprises know to go directly to O'Bannion rather than waste their time with Fitzgerald's firm.

115 ARKHAM FUEL & COAL CO.

562 High Lane

Bulk coal and fuel oil delivered to Arkham businesses and homes, and also available for collection. Open 8:00 am to 5:00 pm, Monday to Friday. The company supplies to outlying farms and industry, so its trucks are a common sight on the roads. In addition to coal and oil, they can also supply logs and firewood by prior arrangement.

The site foreman is Dwight Molzan, who manages the supplies and the team of five drivers from a small on-site office with the help of Norma King the office administrator. The office cabin has a small safe where cash is kept until it can be banked. A wall surrounds the premises with a large double gate for access.

Notable Folk

- Dwight Molzan, 56, is the no-nonsense foreman.
- Norma King, 33, provides administrative support.
- Drivers: Albin Pawlak, Oles Symanski, Abraham Scurlock, Clarence Shattuck, and Percy Cutch.

Strangeness

Tucked away in the drawer of a spare desk in the office is an unusual item called an "erratic." While most erratics are simply rocks transported by a glacier (geologically speaking) to end up someplace else (like in a coal seam), this one is a puzzler as it appears to be a metal rod, approximately 6 inches (15 cm) long and 1 inch (2.5 cm) in diameter. There are some faint markings on it, almost invisible, that suggest writing, although that would be impossible, so it must just be natural marks (right?). The rod was partially encased in a piece of coal a few years back and later thrown in the drawer and forgotten. The true nature of the rod is left to the Keeper to decide; it could be some piece of technology from the era of the serpent people, an ancient item of mi-go design, or potentially something far worse (see "The Disintegrator" scenario in Chaosium's *Pulp Cthulhu* for one possibility).

116 CONSTRUCTION SITE

570 N. West Street

Formerly the site of Bob Beacher's iron smithy, the lot has stood empty since Bob the blacksmith passed away ten or more years back. Beacher's estate recently sold the land, and bulldozers and steam shovels now grind the earth, preparing the way for a new four-story apartment building. The builders have promised (somewhat optimistically) that the new building will be ready in about four months, but most are betting they'll be lucky if it's ready for the University's fall semester.

Strangeness

In his younger days, in the latter half of the 1800s, Bob Beacher kept Arkham's horses shoed and many of the iron railings surrounding some of the town's most prestigious buildings were made by him. Yet, in his old age, many considered Beacher to be a something of a nut. He retired but kept on working in his smithy, fashioning what he called "marvels," which to most looked like weird artistic metalworks, but to a few it was junk. Some of the town's more eccentric folk purchased a handful of these pieces, and a few of them still adorn an exterior wall or garden in some of Arkham's wealthier estate houses. All Beacher ever said about the pieces was that their designs came to him in dreams and he felt compelled to create them, and that they all had a purpose (although he'd never be drawn on what that might be). What remains of the other "marvels" made by Beacher is unknown, but the construction crew at the site has pulled out more than one weird, metal creation from the ground.

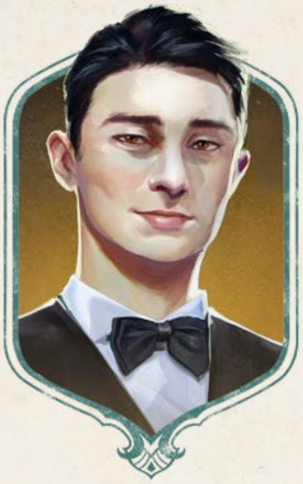
117 HARDING BOARDING HOUSE

561 Brown Street

A mid-priced boarding house run by William and Grace Harding. Room rent runs $75 per month, but the landlords are notoriously crabby, and rule bound. Breakfast is between 7:00 am to 8:00 am daily, and they lock the front door at 10:00 pm; boarders are expected to be in by then, and the Hardings don't take kindly to being woken to let in those who ignore the rule. No guests of the opposite sex may visit a boarder's room—should the Hardings discover such a guest, they will ask the boarder to leave. The nearby construction site is currently quite noisy, so more than the usual number of rooms are currently vacant.

Notable Folk

- William, 61, and Grace Harding, 60, are the owners.
- Jin Lillibridge, 29, currently boarding, is a top-notch surveyor recently hired by the state of Massachusetts to lead the survey for the proposed reservoir west of Arkham (see **The Blasted Heath**, OS112). Apparently, the last surveyor hired for the job quit without warning after making only one visit to the proposed site.



Jin Lillibridge

Surveyor, age 29

STR	40	APP	60
CON	55	POW	60
SIZ	50	EDU	80
DEX	70	SAN	60
INT	80		

HP	10
DB	0
Build	0
Move	8
MP	12

- **Description:** male of Asian-American heritage, average height and a little skinny, he favors a bowtie, shirt, woolen vest, and suit trousers (jacket optional); when out, he carries a large satchel containing his surveying gear.
- **Traits:** scientific and inquiring mind, he enjoys the new craze for crossword puzzles.

Born in San Francisco, he has spent the last eight or so years traveling around the US conducting surveys for private and state authorities.

Skills

Art/Craft (Survey Land) 80%, Charm 40%, Credit Rating 32%, Language (Mandarin) 55%, Library Use 65%, Listen 40%, Natural World 55%, Navigate 75%, Persuade 50%, Psychology 30%, Science (Geology) 75%, Spot Hidden 70%, Stealth 60%, Throw 35%.

COMBAT

	%	*DAMAGE*
Brawl	25% (12/5)	1D3
Dodge	35% (17/7)	

118 TARANOWSKI'S BAKERY

511 Brown Street

Some locals claim this is the best bakery in town. Georgie Taranowski opened this first shop on the Northside neighborhood just five years ago, shortly after coming to Arkham from New York. He soon opened a second shop (442) near the MU campus. While his bread is outstanding, his cakes are simply to die for. Open 4:30 am to 3:00 pm, Monday to Saturday, closed Thursday and Sunday.

Notable Folk

- Georgie, 39, and Wilma Taranowski, 36, are the bakers and owners. Georgie is well-known for his tall tales with which he keeps his customers entertained.

Strangeness

When Georgie was younger, his uncle disappeared in mysterious circumstances. To this day, Georgie crosses himself whenever he sees a pentagram, and should anyone enter his store wearing a pentacle, he refuses to serve them. Whatever Georgie knows about his uncle's disappearance he has, so far, kept to himself.

119 TOWER PROFESSIONAL BUILDING

350 W Armitage Street

This seven-story office building dominates the block and is one of the tallest structures in town. It has two, six-person elevators, front and back stairways, and two external fire escapes (east and west sides). A number of different professional services rent offices here. There are four suites per floor, with 1D4+3 suites currently unoccupied.

Both staircases provide rooftop access (although the roof doors are locked), which offers splendid views of the town, especially toward the river. The basement contains a furnace and operations for the heating system, with some basement rooms rented as additional storage space by the building's businesses.

Notable Folk

- Sawyer Lyman, 67, is the night watchman. Key skills: Listen 50%, Spot Hidden 40%, Stealth 45%.
- Brett Cox, 45, is the building superintendent.

Suite 1A: Dr. Ephraim Sprague, Doctor of Medicine

Arkham-born physician Ephraim Sprague, 42, owns a moderately successful practice. For the last two years he has also been Essex County's medical examiner for Arkham, taking up such responsibilities when the County Coroner is unavailable. Dr. Sprague purchased his practice from the estate of Wilfred Richardson, an aging M.D. who died mysteriously during a late-night autopsy.

Suite 1B: Dr. Gilroy R. Feldman, Dentist

Besides performing fillings and extractions, Dr. Feldman, 41, is a competent oral surgeon who provides emergency reconstructive work (without needing to refer to a Boston specialist). He uses (controversial-to-some) gas anesthetics and keeps an ample supply of nitrous oxide in his storeroom. He is assisted by Nurse Veronica Lee, 22.

Suite 2A: Gedney & Brown, Brokers

James Gedney, 38, and Gordon Brown, 36, are scions of two longtime Arkham families, and have operated this brokerage for 12 years. Despite the market's drop in 1920, it has begun to improve, with a massive jump of 71.95 points at the start of 1921. Forecasts predict the market looks to continue its upward path. Thus, the firm has been very successful in recent months, reinvesting most of the profits back into the market.

Look to the Future

While the market continues to soar throughout the 1920s, things crash with a bang in 1929. Unfortunately, when the crash comes, the brokerage goes under and James Gedney commits suicide the next day by jumping from the **Tower Professional Building** (119) roof. Gordon Brown keeps his nerve and later holds an important command in WWII.

Suite 2C: Manton & Manton, Real Estate

Buying and selling property in rural New England can be a slow business. The university generates some activity, but much of the firm's income derives from work as property managers and factotums. Those seeking to purchase or rent one of Arkham's larger or more prestigious properties would be advised to seek the counsel of Cedrick Manton, 43, and August Manton, 41.

Look to the Future

In 1929, Manton & Manton organize the sale of **Crowninshield Manor** (OS114) to **Asenath Waite** (page 240) who marries **Edward Pickman Derby** (page 212); **Home of the Derby Family**, 818) in the same year.

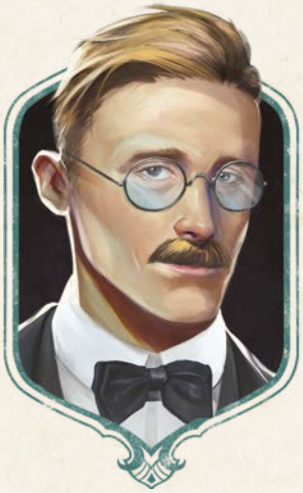
Suite 3A: Stigleitz & Son, Insurance

Elliot Stigleitz, 48, and his son Michael, 23, will be happy to advise on the importance of, and sell, life, home, auto, and commercial property insurance. They do not underwrite business ventures, freight shipments, or sea voyages.

Suite 4A: Edwin Cassidy, Attorney-at-Law

Cassidy, 28, is a bright young Harvard graduate who inherited a second-uncle's declining practice, which he is attempting to rebuild despite the indifference and downright hostility of his straight-necked New England neighbors. He and crotchety Judge Keezar Randall of the municipal court (**Courthouse & Jail**, 212) do not get along—impose a penalty die to any social skill or roll to determine the outcome for any case in which Cassidy advocates and where Judge Randall is presiding.

Both young and fearless, Cassidy is eager for tough cases where he can make his mark. Thus, he could easily become a useful friend to reckless investigators who are ever in trouble with the law.



Edwin Cassidy

Attorney-at-law, age 28

STR	50	**APP**	65
CON	55	**POW**	45
SIZ	55	**EDU**	80
DEX	65	**SAN**	45
INT	75		

HP	11
DB	0
Build	0
Move	8
MP	9

- **Description:** white male, average height and build, with receding blond hair, a clipped mustache, and round-wire spectacles. Wears a dark suit with bowtie.
- **Traits:** eager and up for a fight (legally speaking), he seeks to challenge the status quo.

Skills

Charm 44%, Credit Rating 23%, Language (Latin) 25%, Law 60%, Library Use 65%, Listen 45%, Navigate 40%, Persuade 65%, Psychology 40%, Spot Hidden 55%, Stealth 40%, Throw 30%.

COMBAT

	%	*DAMAGE*
Brawl	30% (15/6)	1D3
Dodge	32% (16/6)	

Suite 5A: Dr. Allen Turner, Doctor of Medicine

Dr. Turner, 59, is semi-retired from general practice to devote time to his new interest in psychoanalysis, the fashionable treatment for neurotic disorders. He keeps this new experimental practice "quiet" as most folk in Arkham believe that anything having to do sexual fantasy, identity, or perception can't be much above gutter talk. Dr. Turner depends entirely upon references from a handful of Boston-area physicians for patient referrals. Investigators undergoing psychoanalysis with the doctor may rest assured of discretion; the doctor currently possesses Psychoanalysis 55%.

Strangeness

One of Dr. Turner's patients, a retired factory foreman named Duncan Wright, has been having recurrent nightmares about cities submerged in water. At first, the cities were familiar to him—Arkham, Boston, New York—but, more recently, the same city keeps appearing, and this one is increasingly bizarre and unlike any "human" city. In these more recent dreams, there's a great temple building that fills Wright with terror. Dr. Turner has prescribed a course of sedatives, fearing that the dreams may be causing serious psychological harm. The doctor does not (as yet) understand the possible connection between Wright's ancestral Innsmouth heritage and the significance of the dreams, which at some point will begin to compel the retired foreman to go to Innsmouth…

Another patient, Adam Crane, is receiving help to stop an unhealthy obsession with eating raw but rotting flesh. The awful diet appears to have begun following an incident in the **Potter's Field** (102), when Crane was knocked unconscious in an attack. Dr. Turner is trying hypnotic therapy to allow Crane to remember what occurred on the night of the attack and whether it indeed does have a bearing on his obsession.

120 MISS CHRISTIAN'S SCHOOL FOR MODERN WOMEN

577 Jenkin Street

Miss. Regina Christian, 47, teaches elocution and etiquette to women only; all ages accepted. Evening and weekend classes (during semesters) for young ladies in education, and daytime and evening classes for adults.

Benefits

A block of standard lessons for adults cost $12 and last three hours a week for four weeks, after which an investigator may increase one skill from Appraise, Charm, Persuade (i.e., debating), or an Arts/Craft specialty (such as Art Criticism or Singing) by +5 points to a maximum of 50% in the skill. Further courses (focusing on the same skill or a different one) may then be taken, but no single skill may rise by more than a total of 10 points with Miss. Christian's teaching. If one lesson in a block is missed, decrease the improvement by one point; if two or more lessons are missed, no improvement is gained.

Intensive, one-on-one courses can be delivered by request, costing $125 per person, and lasting around 12 hours (3 or 6 hours per week). Such intensive teaching provides +1D10 percentiles with a successful POW roll (to ensure the investigator has paid attention and remained focused throughout the course) in one skill from Appraise, Charm, Persuade, or an Arts/Craft specialty. No skill may be increased beyond 50% and no more than two intensive courses in the same skill may be taken (i.e., there is no benefit after two intensive courses).

121 HARDWICKE'S STAMPS & COINS

561 Jenkin Street

Hardwicke is expert in North American coins and stamps, and a sound historian of New England to boot. He deals in rarities mostly by mail, although he is always happy to serve those who walk into his store, especially if someone brings in their collection to sell.

Open 10:30 am to 4:00 pm, Tuesday to Saturday; closed Monday and Wednesday, and for one hour at lunchtime. While Hardwicke may not have a specific coin or stamp in stock, he probably (investigator Luck roll) knows someone who might be open to selling it through him for a small commission.

The pride of Hardwicke's personal collection is a rare 1794 "flowing hair" silver dollar (the first dollar to be issued by the US federal government and worth tens of thousands of dollars). He also possesses one Declaration of Independence stamp (1869) and has two "Inverted Jenny" 24 cent stamps (1918, of which only 100 exist with the image of an airplane upside down). A keen collector himself, Hardwicke will be delighted to discuss philately (stamp collecting) and numismatics (coin collecting) at length with anyone with some time to spare who wanders into his shop.

Notable Folk

- Chester Hardwicke, 48, is a philatelist and the store's owner. He is a member of the **Arkham Historical Society** (901). Key skills: Appraise (North American Stamp/Coin) 85%, Charm 60%, History (New England) 70%, Persuade 70%.

Strangeness

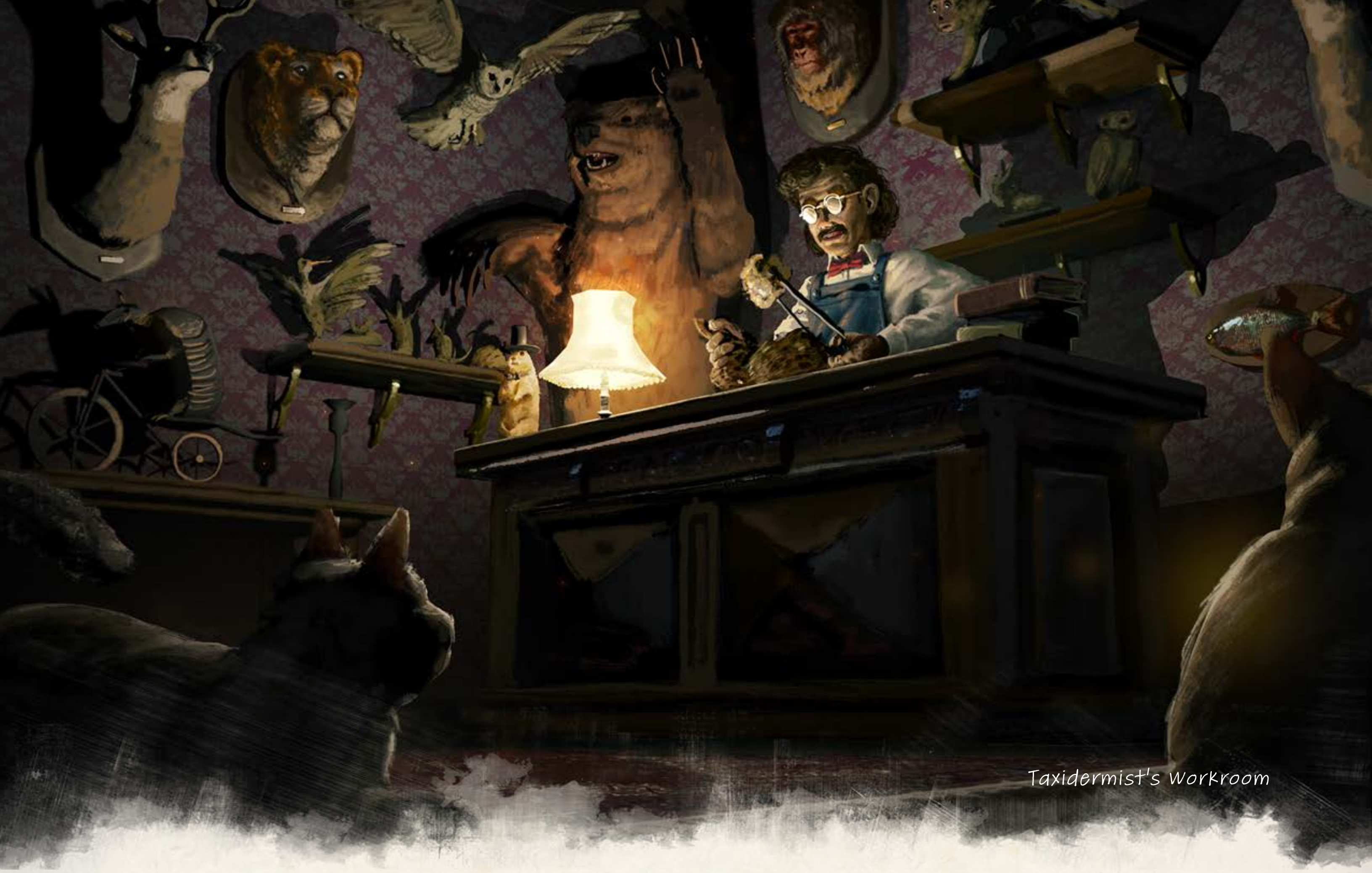
Hardwicke recently purchased a small lot of mid-18th century Spanish gold and silver coins from a young Kingsport store clerk named Francis Jenks, who claimed to have inherited them. Subsequently, Hardwicke discovered that Jenks has sold similar coins to several other dealers in the region over the last few years, and he now suspects the young fellow has discovered a pirate trove; thus, Hardwicke is keen to track Jenks down as he wants whatever treasure the chap still possesses—possibly a job for the investigators. Perhaps Jenks' collection contains far stranger coins, such as the golden disks of the deep ones or even unusual coins brought from the Dreamlands. Alternatively, are these actually "pieces of eight" (Spanish dollars) used by the Terrible Old Man of Kingsport to pay his bills?

122 J. J. ABBOTT TAXIDERMIST

588 Jenkin Street

The storefront is fairly small and cram-packed with all manner of stuffed animals, birds, and fish. The walls are covered in the mounted heads of moose and deer, as well as trout and game fish. Showcases hold glass-domed displays of birds and free-standing creatures like small alligators, snakes, and the like. Some displays have animals dressed in clothes and hats, such as group of mice performing a dance number. Standing next to the store counter is a full-sized grizzly bear. Depending on one's outlook, the store is either a cavalcade of whimsy or a grotesque nightmare of watching eyes and teeth. Store hours are 12:00 noon to 5:00 pm, Wednesday to Saturday (closed Sunday through Tuesday).

Directly behind the store, is Jerome J. Abbott's workshop, where he prepares and conducts his craft. Abbott has connections with zoos on the East Coast and beyond, so exotic creatures occasionally turn up in his store. From time to time, he closes for days at a time to drive as far as Florida to collect interesting specimens for his work.


Taxidermist's Workroom

Abbott's fees vary, depending on the size and complexity of the work. To have him taxidermy a beloved pet—so it can always be with you—will cost around $30 to $80, whereas a wall-mounted fish would be $10 to $50. For something like a full-sized bear, expect to pay $200+.

Abbott lives in a small apartment above the store and workshop, which he used to share with his mother before she passed. Some say that at night you can hear him still talking to her.

Strangeness

Several years ago, Abbott was consulted about a small, dried, and inexpertly preserved corpse, alleged to be a Feejee Mermaid. Some 2 feet (61 cm) long, it had a human-like body and head, but possessed fish-like skin, gills, and fins on its back, arms, and legs. Despite his best efforts, Abbott could not identify the creature, but neither could he discover any evidence to suggest it was a fake. Intrigued, he purchased the (what he now calls) "Mer-Man" and stored it in his workshop. Since then, it has gathered dust, and he's all but forgotten it. Those taking a look at the Mer-Man may, with an Occult roll, recall P. T. Barnum's famous Feejee Mermaid and determine that the Mer-Man looks very different. A successful Cthulhu Mythos roll confirms the Mer-Man is really some form of deep one.

People in Arkham like to gossip, and Mr. Abbott and his oft-considered ghoulish occupation are a source of mirth for such chatterboxes. *"Watch out or Old Man Abbott will stuff you!"* is a line sometimes heard coming from impatient mothers chastising their children. Some gossip that it isn't only animals that Abbott stuffs in the dead of night, and there's a dark rumor that he keeps his taxidermized mother seated in a rocking chair in his apartment above the store.

Jerome J. Abbot

Taxidermist, age 42

- **Description:** plain-looking white male, average height but slim, with a mop of thick brown hair, a clipped mustache, and thick-glassed wire-rim spectacles. Wears a heavy apron over shirt, bowtie, and suspenders.
- **Traits:** mild-mannered and quiet; he often imagines what it would be like to taxidermy one of his human customers, especially the ones who complain or are bothersome, as they get in the way of his only love.

STR	70	**APP**	50
CON	50	**POW**	60
SIZ	45	**EDU**	55
DEX	75	**SAN**	60
INT	70		

HP	9
DB	0
Build	0
Move	8
MP	12

Skills

Art/Craft (Taxidermy) 85%, Credit Rating 30%, Library Use 40%, Listen 50%, Mechanical Repair 55%, Natural World 60%, Persuade 55%, Psychology 45%, Science (Biology) 30%, Science (Zoology) 40%, Spot Hidden 69%, Stealth 70%, Throw 50%.

COMBAT	%	*DAMAGE*
Brawl	60% (30/12)	1D3
Medium knife	60% (30/12)	1D4+2
Dodge	37% (18/7)	

123 WORLDWIDE CLIPPING SERVICE

520-B Jenkin Street

Conveniently located between the *Advertiser* and the *Gazette* offices, the clipping service keeps an eye on the local papers and selected ones from Boston and New York (and potentially others for an agreed fee). For $1.50 a week, Worldwide will watch for and clip out items concerning a specified interest. For $4 a week and up, they'll make national and international searches. Each specified search topic requires separate payment. Clippings are regularly gathered into a file or envelope and can be collected in person or mailed to a specified address.

Notable Folk

- Elliot Snow, 36, is the proprietor.
- Alice Cutler, 23, Ruth Windsor, 28, and Lillian Lane, 29, are the eagle-eyed clippers.
- Ralph Bartoll, 17, is the errand-boy who handles mailings and generally does whatever Snow asks.

Strangeness

Worldwide has a morgue of old clippings; most are from unpaid accounts, but there's a sizable number of clippings of stories that just struck the team as plain odd or perhaps which would be useful for a customer one day. No one really knows what's there as stuff just accumulates without any sort of classification or real system—it's all thrown into file that are simply labeled with the year. As the firm has had any number of clients wishing to gather all manner of "news" (some downright bizarre), the contents of the morgue could be a treasure trove for the right person, if they have the time to go through it all. Such files go back around ten years.

124 UPTOWN LAUNDRY

565 Gedney Street

Provides laundry and dry-cleaning services. Mrs. Briry offers to press pants while you wait. For other items, a 48-hour turnaround is the norm, but a higher priced 24-hour service is available. In either case, shirts and collars always return heavily starched.

Notable Folk

- Mrs. Mildred Briry, 43, is the proprietor.

125 E. E. SALTONSTALL & ASSOCIATES, LEGAL PRACTICE

511 Gedney Street

E. E. Saltonstall, Sr., operates his legal practice from this address. Possibly the oldest and most renowned attorney-at-law in Arkham, he and his staff provide services to most of the town's oldest and elite families, including handling the affairs and property of Judith Renforth (**Home of Judith Renforth**, 104). The firm accepts as clients only the most respectable, and turns down any thought to be a cad, no matter the fee.

This venerable lawyer has exceptional influence with Judge Keezar Randall: as Saltonstall wishes, apply either a bonus or penalty die to any skill roll concerning him and Randall's court (**Courthouse & Jail**, 212).

Notable Folk

- Ellis. E. Saltonstall, Sr., 71, is the owner and lead counsel.
- Ammon Wyman, 56, and Marston Leach, 48, are associates.
- James Allen-White, 28, a young lawyer and secretly a member of the **Arkham Coven** (page 51).

Ellis E. Saltonstall, Sr.

Attorney-at-law, age 71

- **Description:** elderly white male, tall and slim, and clean-shaven, with barely any hair except for a few white wisps. Wears a high stiff collar and a black suit, as befits a man of substance.
- **Traits:** polite and tactful with clients, yet firm in his resolve as he knows best, legally and morally speaking.

STR	30	**APP**	35
CON	40	**POW**	70
SIZ	50	**EDU**	80
DEX	35	**SAN**	70
INT	85		

HP	9
DB	-1
Build	-1
Move	3
MP	14

Skills

Accounting 70%, Be Morally Superior 90%, Charm 20%, Credit Rating 74%, History (Arkham) 60%, Law 85%, Library Use 45%, Listen 55%, Persuade 80%, Psychology 65%, Spot Hidden 65%.

COMBAT

	%	*DAMAGE*
Walking cane	40% (20/8)	1D4-1
Dodge	17% (8/3)	

126 RARE BOOKS & MAPS

588 Gedney Street

Offering a selection of hard-to-find books and historical maps, as well as a book-finding service, Rare Books & Maps does not stock contemporary fiction. For most locals, the shop is too expensive and niche, and so, like **Hardwicke's Stamp & Coins** (121), Edward Tillinghast conducts much of his trade by mail. MU students rarely frequent this place (the prices are too high), though scholars like **Edward Pickman Derby** (page 212; **Home of the Derby Family**, 818) can sometimes be found in discussion with Tillinghast. Note that Tillinghast has a lively interest in New England and Western European history. He also lives in the apartment above the store.

Entering the store, the books and maps are kept in bookcases and large drawers, all secured by locks. The bookcases have glass-paneled doors, although for the most expensive books the glass is replaced with metal grills. Tillinghast is happy to unlock doors for easier viewing (for serious customers). In some cases, he may insist on the customer wearing white gloves when handling particularly rare, historic, or fragile items.

Original editions of Cotton Mather's works (including *Wonders of the Invisible World*) and holographs by Washington, Jefferson, Hamilton, and others are among the many gems of Tillinghast's collection. In addition, he has numerous 15th–16th century Dutch, Portuguese, Spanish, French, and English sea charts, and Colonial-era coastal sailing guides.

Notable Folk

- Edward Tillinghast, 55, is the proprietor and avid collector of rare books and maps. He is a member of the **Arkham Historical Society** (901) and brother to George Tillinghast (**Curios & Antiques**, 419), although the two haven't spoken to each other in years due to a dispute concerning their father's will.
- Alice Ballard, 28, is the housekeeper and (possibly) possesses some connection to Cthulhu Mythos.

Possibilities

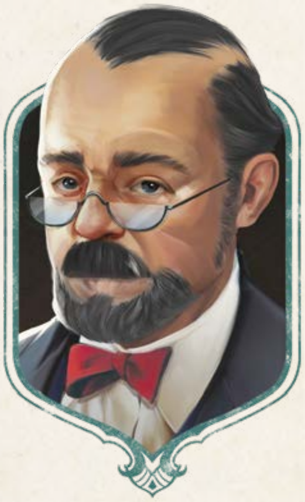
The Keeper may choose to have Tillinghast acquire (or try to acquire) any book that might serve to be a plot hook, perhaps even using the investigators as couriers or to help authenticate certain items. Some suggestions include:

- A sea chart of the Sargasso Sea, dated 1706, acquired from the estate of a person in Kingsport, which alleges to show a route to something called the Dreamland.
- Tillinghast would be very keen to obtain the original *Hobbhouse Arkham Witch Trial Papers* when word of their discovery reaches him; thus, he could be an interested party during or post the events of the scenario "Crimson Letters" in the *Call of Cthulhu: Keeper Rulebook*.

Strangeness

Tillinghast employs Alice Ballard as a housekeeper, who comes by every morning (except Sundays) to clean and tidy. Unbeknown to Tillinghast, Ballard is a member of a secret organization of the Keeper's choosing—this could be a Mythos cult or possibly as an associate of the **Arkham Coven** (page 51)—positioned here to keep a careful watch on his collection and gather information when necessary; having access to the building and bookcase keys, Ballard can look over them whenever she wishes, especially so when Tillinghast is away on business. Should the investigators employ Tillinghast to help locate a rare Mythos tome, it could disappear (along with the housekeeper) before he can deliver it to the investigators.

Alternatively, Ballard is a lone practitioner who has learned enough magic to keep Tillinghast under her subtle, magical control; thus, allowing her to study any work in his shop or in his personal collection at her leisure.



Edward Tillinghast

Bibliophile, age 55

STR	40	**APP**	50
CON	50	**POW**	45
SIZ	50	**EDU**	75
DEX	45	**SAN**	45
INT	75		

HP	10
DB	0
Build	0
Move	5
MP	9

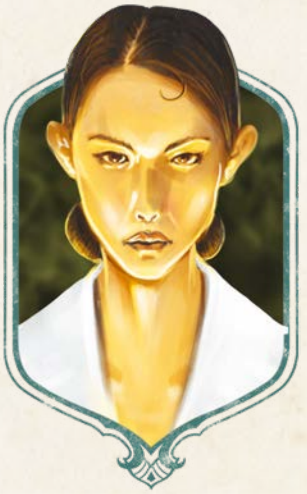
- **Description:** a small but portly white man, with receding hair, a graying beard, and half-moon spectacles for reading. He wears suits that have seen better days.
- **Traits:** softly spoken, his face animates when talking about books and old maps; he just can't help becoming overenthusiastic. Grows angry with those who touch his books without permission.

Skills

Accounting 60%, Appraise 85%, Charm 50%, Credit Rating 46%, Drive Auto 35%, History 60%, History (Arkham) 70%, Library Use 65%, Listen 35%, Occult 35%, Persuade 55%, Psychology 35%, Spot Hidden 70%, Stealth 35%.

COMBAT

	%	*DAMAGE*
Brawl	30% (15/6)	1D4
Dodge	22% (11/4)	



Alice Ballard

Housekeeper & Witch, age 28

STR	45	**APP**	70
CON	60	**POW**	60
SIZ	45	**EDU**	65
DEX	80	**SAN**	00
INT	80		

HP	10
DB	0
Build	0
Move	8
MP	12

- **Description:** young white female, slender and bony, with long, dark hair usually tied back. At work, she wears plain clothes covered by a white tabard; other times, she favors long dresses.
- **Traits:** calculating and manipulative, although she hides such qualities behind a mask of servility.

Skills

Charm 55%, Climb 40%, Credit Rating 13%, Cthulhu Mythos 22%, Library Use 40%, Listen 55%, Navigate (Arkham) 65%, Occult 65%, Persuade 55%, Psychology 70%, Sleight of Hand 60%, Spot Hidden 60%, Stealth 70%, Throw 45%.

COMBAT

	%	*DAMAGE*
Brawl	50% (25/10)	1D3 or knife, 1D4+2
Dodge	40% (20/8)	

Suggested Spells

Bless Blade, Cloud Memory or Mental Suggestion, Graveyard Kiss, Implant Fear.

Pulp Cthulhu

Pulp Modification

- **HP:** 21
- **Luck:** 30

Pulp Talents

- **Fleet Footed:** spend 10 Luck points to avoid being outnumbered in combat for one encounter.
- **Strong Willed:** gains a bonus die when making a POW

127 ARKHAM CHAMBER OF COMMERCE

520 Gedney Street

The Chamber of Commerce dedicates itself to the protection and growth of Arkham's business, trade, and finance. They dispense assistance and advice to local business members, but one of the key benefits is the networking opportunities presented by the regular business breakfast, lunch, and evening events put on to promote trade and foster professional relationships. Every so often, guest speakers (from the community or from farther afield) come to give talks and share the benefit of their experience. The organization also seeks to attract new businesses to Arkham. Membership costs $50 a year, and applicants must be Arkham property owners.

Currently, the Chamber's governing board is split on whether Arkham should focus on growth by bringing in new industry or if it should be content to keep the status quo and remain a center of academic excellence through the university. A number of older members fear that new corporations and industry will change the face of Arkham, with "too much modernity" (a.k.a. immigrants) being a bad thing for the social fabric of the town.

Benefits

Membership increases Credit Rating by +1D10 percentiles (one time only), and additionally grants a bonus die to a social skill roll when dealing with other business owners—this may translate to a better rate for such things like legal representation or advice, banking, and so on. Note that members should make a Luck roll once per year, which if failed means they have been nominated or chosen to serve on a charity or special project committee, taking up at least 1D6 hours per week for 1D6 months.

Election to the Chamber's governing board requires a minimum Credit Rating of 50% and a commitment of three hours to the board each week. After three months of successful service, board membership increases Credit Rating by +1D6+6 (one time only) but serving on a charity or special project committee is no longer optional and becomes required, consuming +1D6+1 hours week.

Failure to serve in a charity or project position can have negative consequences in terms of a person's good standing in the business community which, at the Keeper's discretion, could lead to an automatic decrease in Credit Rating by −1D10+6 points or a penalty die imposed on social skill interactions with the business community.

128 ARKHAM BALER COMPANY

523 W Armitage Street

This firm manufactures farm machinery and replacement parts, particularly for baling machines (used to compress crops) and employs 12 people. Founded in 1872, Arkham Baler Co. presently flounders on the edge of bankruptcy. The company boomed during the Great War, but in recent years trade has turned downward. The owners are currently discussing how to hang on or whether they should sell everything while they can.

Notable Folk

- Jackson Dodge, 46, and Lyn Spencer, 45, are the owners.

Look to the Future

By 1928, most of the firm's plant has been sold, and in 1930 the company closes down. Prior to 1928, the ever-more desperate owners may try to diversify and find themselves involved in any number of outlandish or risky undertakings, which could garner the interest of investigators.

129 ARKHAM BUS LINE

411 N West Street

Compared to train services, bus rides are slower, bumpier, and, in the winter or rainy months, occasionally hazardous; however, a bus can stop almost anywhere, plus it's cheaper. Standard bus routes for Arkham connections are as follows.

- **Salem & Boston:** Monday through Saturday, except holidays. The fare to Salem is 35 cents, while going all the way to Boston is $1.45. The service departs Arkham at: 7:15 am, 9:30 am, 12:30 pm, 4:30 pm, and 7:30 pm. The bus arrives in Salem 30 minutes later, stops for five minutes, and then continues to Boston, arriving in Boston at: 8:50 am, 11:05 am, 1:45 pm, 6:05 pm, and 9:05 pm. From Boston, the service for Salem and Arkham departs at 9:00 am, 11:15 am, 2:15 pm, 6:15 pm, and 9:15 pm.
- **Kingsport:** Monday through Saturday, except holidays. The fare is 25 cents one-way. Departs Arkham at: 9:15 am, 12:15 pm, 3:15 pm, and 7:15 pm. The trip takes 20 minutes. Departs Kingsport at 9:55 am, 12:55 pm, 3:55 pm, and 7:55 pm.
- **Aylesbury:** Monday, Wednesday, and Friday only; no holiday schedules. The trip to Dean's Corners costs $3.50, and $3.75 to Aylesbury. Departs Arkham at 10:30 am, arrives in Dean's Corners at 1:15 pm, and after a five-minute stopover, the bus arrives in Aylesbury at 3:20 pm. The return trip to Arkham departs Aylesbury at 4:00 pm, reaches Dean's Corners at 6:00 pm, and arrives in Arkham at 8.50 pm.
- **Bolton & Ipswich & Newburyport:** Monday-Friday, except holidays. Departs Arkham at 9:30 am and 1:30 pm. Cost to Bolton is 50 cents, to Ipswich 75 cents, and to Newburyport 95 cents. Buses arrive in Bolton at 9:45 am and 1:45 pm, wait 15 minutes before leaving for Ipswich and arriving there at 10:15 am and 2:15 pm. Again, they wait 15 minutes before departing for Newburyport, arriving at 11:25 am and 3:25 pm. Return trips to Arkham depart Newburyport at 12 noon and 4:00 pm, stopping at Ipswich at 12:55 pm and 4:55 pm, Bolton at 1:10 pm and 5:10 pm, before finally arriving in Arkham at 1:45 pm and 5:45 pm. This is the company's newest line.

130 BORDEN ARMS HOTEL

488 W High Lane

Charging just 90 cents per night for a room, the Borden Arms offers cheap accommodation for transients, those out of luck, and folk who don't wish to be easily found. While law-abiding folk do dwell there, the place is often home away from home for criminals on the lam. The owner, Harold O'Connor, doesn't ask questions but expects his guests to behave themselves.

The hotel offers 16 dingy and cramped rooms, each with its own toilet, although residents share bathroom facilities. O'Connor lives in the basement but is usually lounging in the office off the reception area on the first floor. While the hotel does not provide food, residents my rent a hotplate from O'Connor for an additional 5 cents per night.

Note that the single fire escape has seen better days, and those trusting to its safety for a quick escape at night should make a DEX or Luck roll (at the Keeper's discretion) to ensure rust hasn't eaten away the footings.

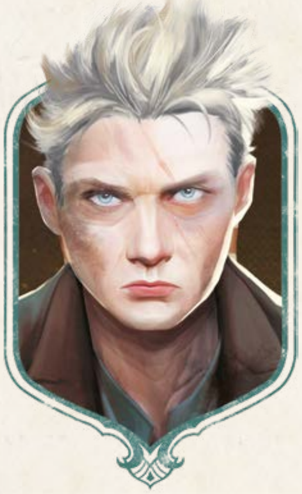
Notable Folk

- Harold O'Connor, 57, is the owner.
- Alex Hearne, 24, a thief and mugger who loiters in the alleys behind the hotel, waiting to strike unwitting passersby. While he hasn't seriously injured (or killed) anyone yet, it surely won't be long before he does.

Strangeness

A lot of people stay at the Borden Arms for a short period of time, although a few could be considered semi-permanent guests. Many are hiding out from the law or else from other criminals who are keen to have a "talk" with them. But not all the guests are criminals, as many transient workers pass through its doors on their way to dreams of a better future. Most guests appreciate the anonymity offered by the hotel, and each has their own story to tell.

Perhaps an otherwise respectable academic rents a room here to conduct secret and forbidden research. Maybe a bootlegger hides out to forget what he saw in the woods on his last trip to collect some moonshine. Could the person in room 13 be something other than human?



Alex Hearne

Street Tough & Mugger, age 24

STR	75	**APP**	40
CON	75	**POW**	40
SIZ	55	**EDU**	30
DEX	65	**SAN**	40
INT	45		

HP	13
DB	+1D4
Build	1
Move	9
MP	8

- **Description:** young white male, with a sallow complexion and watery blue eyes; his blond hair is a tangled mess, and he smells dreadful.
- **Traits:** little empathy (if any) for others; he likes to leap out from a hiding place and scare folk into giving him money and possessions, sometimes knocking them out to make them easier to deal with.

Skills

Climb 70%, Credit Rating 9%, Fast Talk 40%, Jump 50%, Listen 50%, Navigate (Arkham) 40%, Psychology 15%, Sleight of Hand 40%, Spot Hidden 40%, Stealth 70%, Throw 45%.

COMBAT

	%	*DAMAGE*
Brawl	65% (32/13)	1D3+1D4 or knife 1D4+2+1D4
Blackjack*	65% (32/13)	1D8+1D4
Dodge	32% (16/6)	

**A successful combat maneuver can knock out a target (for 1D6 rounds) but deals just 1 damage.*

131 ARKHAM ADVERTISER

389 W Armitage Street

The forerunner of the *Advertiser* was the *Arkham Bulletin* (first published in 1821). In 1828, the paper changed hands and was renamed the *Miskatonic Valley Gleaner*, appearing for four years before it was again sold, reappearing as the *Arkham Advertiser* in 1832.

Most consider the *Advertiser* to be the more aggressive of the two Arkham newspapers, even printing extras and what its managing editor, Harvey Gedney, calls "five-PMs" for Arkham, when news dictates. The *Advertiser* tends to print more features—especially about technical and scientific wonders (which Gedney favors), as well as comic strips, and ethnically slanted international news than does its rival the ***Gazette*** (110).

Normal office hours are 8:00 am to 6:00 pm, Monday to Friday. Someone is usually in the office or the pressroom, even at midnight, but everything closes tight from 10:00 pm Saturday to 8:00 pm Sunday. The standard morning edition runs off the printers at 3:00 am. If news warrants, revised editions—extras—run at 8:00 am, 11:30 am, or 4:30 pm. Such later editions are small quantity, local street-sale distribution only. A story is rarely big enough to warrant four editions in one day. Only one edition appears Saturday and Sunday, with the Sunday edition run and distributed Saturday night. Daily editions cost 3 cents, while the Sunday paper costs 7 cents. Special editions appear on the Fourth of July, Armistice Day, Thanksgiving, Christmas, and Easter, with as many display ads as Gedney can sell to local businesses.

The publisher and managing editor is Harvey Gedney, whose family has owned the paper since 1832. He employs two full-time reporter/editors, a secretary, a linotypist, a caseman, two pressmen, a circulation manager, an advertising manager, and part-time help and correspondents as needed.

Useful

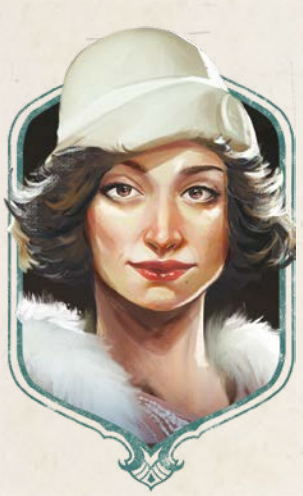
Along the two walls behind the secretary's desk is a near-complete and bound collection of the *Advertiser* since it began publication. Richard Gedney, who bought the paper in 1832, foolishly discarded the *Bulletin* and *Gleaner* years. Some old issues of the *Bulletin* and *Gleaner* are in the MU's **Orne Library** (623) and also, unbeknown to anyone, a few hide in the basement of the **Arkham Historical Society** (901).

Few people are interested in old newspapers, so the staff is always flattered when anyone asks to take a look. Of course, such hospitality is liable to turn to fury if someone mutilates a back issue by clipping out a story or leaves a mess behind.

Notable Folk

- Harvey Gedney, 42, is the publisher and managing editor, who is intent on crushing his rival, the *Gazette*. Gedney favors anything that will give his paper an edge, often undercutting fees to win advertisers.

- Roberta Henry, 23, a reporter (one of just two editor/reporters on staff). Arriving two years ago, Henry has established herself with her charm and assertiveness, although she is regularly frustrated by Gedney rewriting her stories (especially the ones which may be stepping on too many toes). Ambitious, she seeks out the stories that can increase her profile.



Roberta Henry

Investigative Reporter, age 23

STR	50	**APP**	70
CON	70	**POW**	75
SIZ	50	**EDU**	65
DEX	75	**SAN**	75
INT	80		

HP	12
DB	0
Build	0
Move	8
MP	15

- **Description:** white female, below average height, with Clara Bow-esque hair and brown eyes; she is affordably stylish crossed with a sensible practicality.
- **Traits:** keen to make her mark, capable, and determined; she possesses nerves of steel and is ever ready to stand up for herself and others.

Skills

Art/Craft (Photography) 20%, Charm 60%, Climb 55%, Credit Rating 25%, Drive Auto 55%, Fast Talk 60%, Jump 45%, Listen 40%, Mechanical Repair 20%, Navigate (Arkham) 30%, Psychology 25%, Spot Hidden 45%, Stealth 45%, Throw 35%.

COMBAT

	%	*DAMAGE*
Brawl	35% (17/7)	1D3
Dodge	37% (18/7)	

132 DESOLATE HIGHWAY CAFÉ

387 W Armitage Street

Providing country-style French cooking, the café's tasty offerings have in recent times attracted a bohemian crowd drawn from among university intellectuals, émigrés, and Arkham's "smart set." Chessboards are available, as are wide selection of newspapers (domestic and foreign). Open 11:30 am to 1:30 pm, and from 4:30 pm to 9:30 pm, Tuesday to Saturday.

The owners, Reid Vandervelden and his partner Josh Visser, occasionally sponsor art exhibits or readings, and various paintings by local aspiring artists adorn the walls, but the real attraction is the conversation, posturing, and flirting. Regular customers known to the management can have wine served surreptitiously with their meals. While certain patrons are rumored to have access to opium, Arkham's criminal fraternity tends to give the place a wide berth due to its bohemian nature.

Notable Folk

- Reid Vandervelden, 36, and partner Josh Visser, 35, are the co-owners and lovers, although their romantic partnership is a well-kept secret.
- Cecilia Atkins, 22, is a part-time waitress and would do anything to protect her employers' private life.

Historical

In his younger days as an undergraduate, Edward Pickman Derby (**Home of the Derby Family**, 818) would often read his poetry to acquaintances here.

Look to the Future

From the fall of 1924, Asenath Waite moves from Innsmouth to Arkham to study at Miskatonic University. Thus, from late 1924 onward, Asenath Waite and some of her bohemian circle spend time "slumming it" in the café. Should an investigator demonstrate some quality she finds intriguing, they may be invited to join them (at their peril)—see **Home of the Derby Family** (818) and **Crowninshield Manor** (OS114) for further details about Edward Pickman Derby and Asenath Waite.

133 COMMERCIAL HOUSE

297 W Armitage Street

Once a tavern popular with students and residents, the owner, Jacob Newcomb has turned it into a dance hall with live music. The River-Town Five, an African-American jazz band, are regular players, with the Arkham Swingtime Band, a student band from the university, filling in when needed. Admission is $1.50 per couple. As recently ruled by the town's police, single men and women are denied admittance, although such folk frequently meet outside and form temporary couples to work around the restriction.

A dry bar serves refreshments, although some patrons sneak in liquor. Open Friday and Saturday only, 7:00 pm to midnight, when the police make sure they close. It's a rare Saturday night that the police don't arrest someone for disorderly conduct, throwing rocks, mopery, and the like.

Notable Folk

- Jacob Newcomb, 36, is the owner and master of ceremonies. Key skill: Charm 60%.
- Danny Read, 29, is the head doorman. Key skill: Fighting (Brawl) 80% (40/16).
- Phoebe May, 31, is the exuberant host who also manages the serving staff. Key skill: Charm 80%.
- **The River-Town Five**, a jazz band from the Lower Southside (see box on page 222).
- Arkham Swingtime Band comprised of undergraduates from MU.

134 B&M TRAIN STATION

298 W High Lane

Passenger trains from Newburyport and points north arrive at 9:00 am, 12:00 noon, and 5:00 pm before departing for Boston ten minutes after the hour. Trains from Boston and points south arrive at 7:30 am, 11:30 am, and 5:40 pm before departing for northern destinations ten minutes later. The train to Aylesbury and points west departs at 9:35 am, while the Aylesbury train arrives in Arkham at 2:15 pm. The fare for Boston is $2.20, to Newburyport is $1.40, and to Aylesbury is $4.10. Freight trains are frequent between these times and into the evenings.

Useful

Apart from the station's ticket office, waiting rooms, and lobby, there is a Western Union Office providing a telegram service. For a fraction of the cost of a long-distance telephone call, Western Union can transmit and deliver a telegram to almost anywhere on the planet in a matter of hours. The cost of a telegram is roughly 2 cents per word.

Incoming telegrams are delivered by messengers (youths on bicycles), the best of whom is 14-year-old Bobby Ashbourne, who knows every shortcut and every dead-end in town.

Notable Folk

- Wilson Horton, 46, is the station master.
- Bobby Ashbourne, 14, telegram messenger. He and his co-worker messengers are a most excellent source of information about the comings and goings in Arkham, and for a small fee could be very useful guides to the town for new arrivals. Key skill: Navigate (Arkham) 85%.

Strangeness

Harold Beemis (**Simpson Apartments**, 911), a member of the **Arkham Coven** (page 51), has recognized that he can access all manner of information from the telegram messenger boys when employing the Mental Suggestion spell, which he does on several of the unfortunate lads to compel them to reveal what they know by showing him telegrams of interest. The repeated use of magic on some of the boys is causing them to suffer from nightmares in which they are stalked by a monster in rags whose face is hard to define—with help, they may be able to recall that the face looks somewhat like that of Harold Beemis.

135 AUNT LUCY'S DINER

237 W Armitage Street

Quickly becoming something of an institution, Aunt Lucy's specialty is southern-style food. Its booths and the stools along its curving counter are usually cram-packed every weekday breakfast and lunchtime. Sizable portions at fair prices make sure folk keep on returning. Lunch, without pie, costs 35 cents. The table booths line one wall, but there is service only at the counter. Open 5:00 am to 6:00 pm, Monday to Friday.

Notable Folk

- Lucy James, 42, is the proprietor, cook, and everybody's friend.
- Earl James, 45, is the cook.

Useful

All manner of people patronize Aunt Lucy's, from Downtown office workers to Merchant District shop workers to hungry railway travelers with time to kill. Police and gangsters occasionally rub shoulders here, both taking time off from their respective roles. Additionally, given the proximity of the offices of the **Arkham Advertiser** (131), journalists tend to come here on lunchtimes. Thus, the information gleaned from overheard snatches of conversation and more means Aunt Lucy's is a potential gold mine for the word on who's who and what's what.

136 TILDEN ARMS HOTEL

179 W Armitage Street

A decent mid-market hotel providing rooms with a bathroom, with handy access to the train station. Four stories high, it offers a total of 42 rooms, with internal elevator and staircase, plus two external fire escapes. The first floor houses the reception area, lobby, back offices, restaurant, and coffee lounge. A standard room with bathroom costs $2.25 per night.

Notable Folk

- Simeon Tufts, 46, is the hotel manager who is more concerned with saving money than customer comfort.
- Margaret Rea, 37, looks after the reception and acts a first point of contact and concierge for guests.

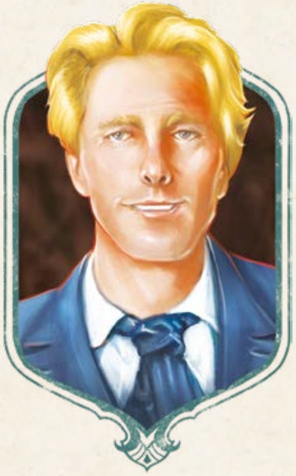
Not So Useful

To conserve heat in the winter and preserve order in the summer, the manager has locked all windows and access to the roof; thus, accessing a fire escape in an emergency may be problematic.

Look to the Future

Around August 1928, Marvin Dunlap, 31, checks in as a guest at the hotel. Dunlap claims to be a traveling vacuum cleaner salesman from Philadelphia but is really a human agent of the mi-go. Dunlap's job is to gather information about **Albert N. Wilmarth** (page 169; **Department of English**, 614-A) who, around that time, has become a correspondent of Henry Wentworth Akeley, and determine how much Wilmarth actually knows about the mi-go. For details on Wilmarth and Akeley, see Lovecraft's story, *The Whisperer in Darkness*.

It's also possible that mi-go agents make use of this same hotel around 1930, when students and academic staff possibly get caught up in the bizarre events as described in Chaosium's campaign, *A Time to Harvest*.



Marvin Dunlap

Human Agent of the Mi-Go, age 31

STR	65	APP	55
CON	70	POW	75
SIZ	70	EDU	85
DEX	70	SAN	00
INT	75		

HP	14
DB	+1D4
Build	1
Move	8
MP	15

- **Description:** white male, tall, with healthy-looking skin and sandy-colored hair; dressed in a mid-priced suit.
- **Traits:** charming and talkative, disarming others through what appear to be innocent questions.

Rather than vacuum-cleaner samples, Dunlap's luggage holds bizarre equipment used in the removal and storage of living human brains. Dunlap drives a Studebaker sedan and leaves this parked behind the hotel. Some afternoons, he drives north out of town, not returning until well after sunset. On such occasions, he meets with his mi-go masters or else another human agent. In seeking to engage with Dr. Albert N. Wilmarth, Dunlap poses at MU as a scholar and researcher, using the alias, Adrian Hennepeck.

Skills

Appear Harmless 70%, Charm 70%, Climb 60%, Credit Rating 28%, Cthulhu Mythos 22%, Drive Auto 50%, Fast Talk 65%, Jump 45%, Library Use 60%, Listen 45%, Electrical Repair 80%, Navigate 45%, Occult 35%, Psychology 45%, Spot Hidden 50%, Stealth 60%, Surgery (Remove Living Brain*) 80%, Throw 45%.

**When using mi-go surgical tools and devices.*

Languages

Arabic 55%, Greek 35%, Latin 50%.

COMBAT

	%	*DAMAGE*
Brawl	60% (30/12)	1D3+1D4 or knife 1D4+2+1D4
.38 revolver	60% (30/12)	1D10
Dodge	35% (17/7)	

Pulp Cthulhu

Pulp Modification

- **HP:** 28
- **Luck:** 75

Pulp Talents

- **Night Vision:** ignores penalty for shooting in darkness.
- **Nimble:** does not lose next action when diving for cover.

137 NEWSSTAND

Southwest corner of W Armitage Street & N Garrison Street

Though it's a legitimate newsstand, with newspapers, magazines, candy, and tobacco, Ernie Casado also peddles underworld information to both shady types and the police, as well as under-the-counter publications of "the kind men like" to some of his regular customers.

Notable Folk

- Ernie Casado, 46, male of Spanish heritage, who is perpetually hawking his wares in the sun and rain.

138 SANDER'S WAX MUSEUM

443 N Garrison Street

From Caesar and Cleopatra to George Washington and Theodore Roosevelt, Sander's Museum displays numerous historical figures, each expertly rendered in wax. Of particular interest to impressionable children is the Chamber of Horrors containing scenes of gruesome medieval torture and Biblical brutalities—the guillotine and iron maiden, a witch in flames, the plagues of Egypt, and the Lake of Fire from the Book of Revelation, to name some of the more terrifying scenes.

Despite the impressively life-like and detailed models, the exhibits are poorly lit and some of the older displays are showing their age. The museum is open 1:00 pm to 5:00 pm on Saturdays and during holidays, and for the entire month of August, when Boston folk encamp up and down the valley and cast about for something — *anything*—to do. Admission is 10 cents.

Notable Folk

- Pete Sander, 42, is more hobbyist than businessman, earning most of his money as a portrait and wedding photographer and as a sign-painter. The wax museum is really a pet project that barely covers its costs.

Look to the Future

In August 1927, the museum proudly reveals a new waxwork of Charles "Lucky Lindy" Lindbergh, the world-famous aviator. For a brief period, even Arkham catches "Lindy Fever" as the town and the rest of America goes mad for the record-breaking pilot. Even though Lindberg doesn't get to Arkham on his post-flight tour of the U.S., the town still celebrates, with his waxwork conveyed around on the back of a truck. Folks line the streets to get a glimpse of the next best thing to the real man, before they have to pay to see waxwork in the museum.

Strangeness

At the Keeper's option, Sander could easily get mixed up (wittingly or unwittingly) with the Mythos or otherwise be a source of trouble. Perhaps that new "foreign" wax he's using has unforeseen complications, or that strange gem he discovered while vacationing in Vermont is causing "something" to happen to the waxworks. Perhaps Sanders has a surprising and unorthodox technique for modelling his figures.

139 GRAFTON DINER

106 W High Lane

Adjacent to the **B&M Train Station** (134), this diner does a brisk business with its 35-cent lunches, but having tried the food, local customers tend to go to **Aunt Lucy's Diner** (135). Staples of the menu include the "Arkham Special" (a cheese and pickle sandwich), biscuits and gravy, pancakes, and hash browns. Despite the Grafton losing out to Aunt Lucy's on flavor, it nevertheless continues to do well, due in no small part to it being the only diner north of the river to open on Sundays—meaning that Sundays are always crowded. Open 5:00 am to 7:00 pm, seven days a week.

Notable Folk

- Victor Grafton, 56, is the owner and head cook who tends to stay in the kitchen.
- Bernice Whaley, 28, runs the counter and is the face of the place.
- Judy Allaband, 19, provides table service with a smile.

140 RAILROAD PROPERTIES

The land astride the rail tracks and along the river is crowded with sidings, small warehouses, storage and sheds, an old water tower, and sided freight cars.

Notable Folk

- During the daytime, a small crew of rail workers carry out maintenance and attend to tracks within and without the town.
- At night, homeless people ("tramps" and "bums") and migrant workers ("hoboes") move in and settle in for the night, using empty boxcars or else gathering round a fire. While many are friendly enough, a few prefer not to be approached and may be prone to violence, or else are alcoholics and mostly incoherent.
- "Greasy Spoon" is a local homeless person who has something of a reputation for pickpocketing to make ends meet.

Strangeness

Some of the homeless people (and one or two of the rail workers) have seen strange things here. The most common sighting is that of a maimed dog, covered in matted hair and sores, creeping around the boxcars at night. This is no ghostly apparition, but rather one of Herbert West's old and imperfect "resurrections." Little more than a torso with two functioning arms, dragging two useless and broken remnants of legs, the thing has a nest of sorts in a space beneath the old water tower. From time to time, it ventures forth to find a victim—the thing craves living flesh and blood—usually tearing apart an animal. Sometimes, a hapless sleeping vagrant vanishes. Once, a guard happened upon the thing feeding on a dead cat. The creature savaged him, beating him so badly that he has no memory of the incident, although he does retain the all-too-human bite marks on his legs and arms.

The Imperfect Resurrected Thing

Wandering Horror

STR	80	**APP**	—
CON	70	**POW**	10
SIZ	65	**EDU**	—
DEX	70	**SAN**	—
INT	10		

HP	13
DB	+1D4
Build	1
Move	7
MP	2

Skills

Sense Life 40%, Stealth 60%.

Armor

None; suffers half damage from mundane melee weapons; minimum damage from bullets; immune to effects of heat, cold, and electricity; cannot be drowned or suffocated; suffers normal damage from fire or acid.

Spells

None.

Sanity Loss

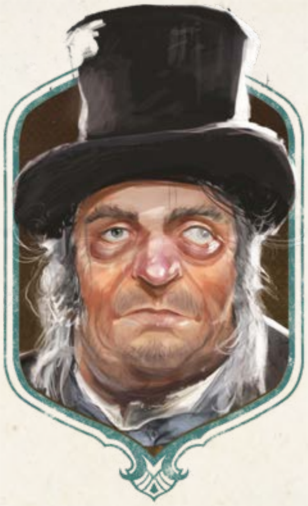
0/1D6 loss for encountering the Imperfect Resurrected Thing.

COMBAT

Aims to pummel its target before ripping them apart; able to use simple weapons like clubs.

Attacks per Round: 1 (punch, tear, bite)

	%	*DAMAGE*
Brawl	50% (25/10)	1D6+1D4
Dodge	30% (15/6)	1D10



"Greasy Spoon"

Pickpocketing Bum, age 53

STR	45	**APP**	25
CON	60	**POW**	40
SIZ	40	**EDU**	30
DEX	85	**SAN**	40
INT	65		

HP	10
DB	0
Build	0
Move	7
MP	8

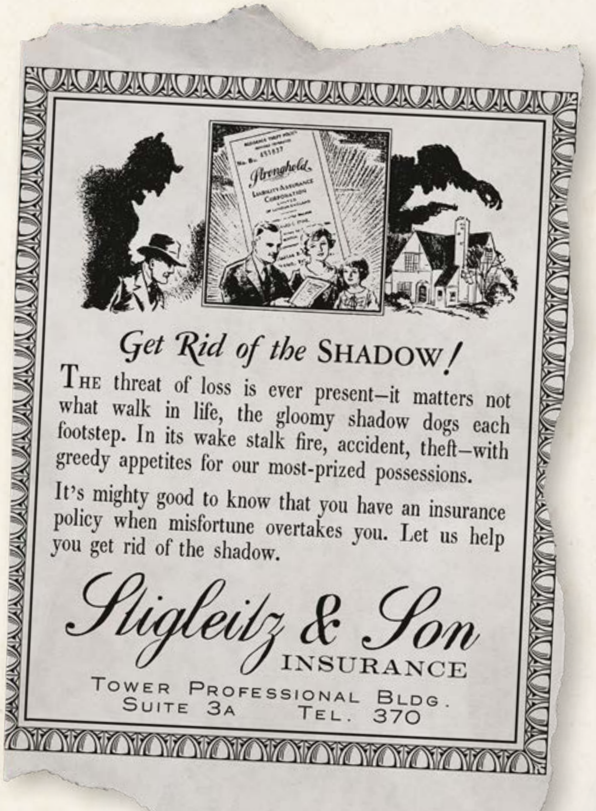
- **Description:** white male, small yet rotund, with tangled hair; dressed in a dirty coat, pants, and once-white shirt.
- **Traits:** his charm and talkative nature are genuine, but their primary use is to disarm others, allowing him to get close and pick their pockets.

Skills

Charm 60%, Climb 45%, Credit Rating 5%, Fast Talk 55%, Jump 30%, Listen 40%, Navigate (Arkham) 65%, Psychology 50%, Sleight of Hand (Pick Pocket) 70%, Spot Hidden 40%, Stealth 30%, Throw 35%.

COMBAT

QUALITY	%	*DAMAGE*
Brawl	40% (20/8)	+1D3
Dodge	42% (21/8)	



Strengheld

Get Rid of the SHADOW!

THE threat of loss is ever present—it matters not what walk in life, the gloomy shadow dogs each footstep. In its wake stalk fire, accident, theft—with greedy appetites for our most-prized possessions.

It's mighty good to know that you have an insurance policy when misfortune overtakes you. Let us help you get rid of the shadow.

Stigleitz & Son
INSURANCE

TOWER PROFESSIONAL BLDG.
SUITE 3A TEL. 370

Neighborhood 2: Downtown

200–299

Bounded by North Garrison Street to the west and Federal Street to the east, Downtown runs from East Derby Street to the southern border of the river. Downtown is hillier than Northside, as while the ground rises steadily north from the river, there are dips and ridges as it climbs. The Independence Square is the flattest part of Downtown.

North of East Curwen Street, this heavily developed neighborhood is mostly residential, and mostly working class. While the houses bordering the "Common" (Independence Square) on the north and east sides are more akin to stately mansions, the homes behind them and to the south (built circa 1820), are smaller, close-knit, and more common, with most sporting gables and gambrel roofs. At the northern edge of the neighborhood, Pickering Psychopathic Hospital (commonly referred to as simply the "Sanitarium") is an imposing building, originally a Georgian home built by the Pickering family in the mid-1700s.

Most of Arkham's civic services are located on the western and southern sides of Independence Square. These include the town hall, courthouse, police station, and the fire hall. Most of these buildings were constructed in the mid-18th century in a classical style with large pillars and pediments, with some having wings and extensions added later. The town hall is a four-story building of late Georgian or Federalist Revival design. Professionals, particularly lawyers and bail bondsmen, have offices here, as are Arkham's two major banks. The Common is surrounded on its other sides by large and impressive Federalist homes built in the early 19th century. Many have subsequently been remodeled and divided into apartments or boarding houses.

South of the Common, small shops and industries line Peabody Avenue, Fish Street, and Federal Street, constituting one of Arkham's dirtier and smellier areas. A few local markets and diners also appear there, while farther south, several abandoned mills decay at the water's edge. At the boundary of North Garrison Street, the area offers a range of quality restaurants and a variety of family entertainments, causing this portion of the neighborhood to be particularly busy on weekend evenings.

201 PICKERING PSYCHOPATHIC HOSPITAL

225 E Derby Street

This institution lies at the edge of town. Commonly referred to as the "Sanitorium" by locals, this three-story building provides both private and public care to those suffering from mental health issues.

Well-maintained grounds are secured by 10 foot (3 m) high iron fence. All windows have bars, although it is worth noting that the medical staff rarely use patient restraints and straitjackets, preferring to employ modern psychiatric treatments, such as sleep-inducing and -alleviating drugs, dietetics, physical culture, hydrotherapy, and electric shock treatment. Those deemed "incurable," as well as indigents, are housed in basement wards. With 50 beds, the hospital is the largest of its type between Boston, MA and Portland, ME.

Historical

The structure is a Georgian mansion constructed in the mid-1700s by John Adams Pickering. In the late-1700s, the mansion was converted into a hospice for veterans of the Revolutionary War. In the latter 1800s, in response to trauma suffered by soldiers in the Civil War and from the continuing threat of tuberculosis, the Pickering family transformed the mansion into a sanitarium where ongoing residential care and treatment could be delivered. Formerly known as the Pickering Lunatic Sanitarium, in the early 1900s the board of trustees agreed to rename the facility as the Pickering Psychopathic Hospital, although most folk in Arkham just call it the "Pickering Sanitarium" or simply, the "Sanitarium."

Funding derives from several sources: state (Commonwealth), private (paying patients), and from the foundation established by the Pickering family.

Notable Folk

- Dr. Eric Hardstrom, 53, a hard-working, if uninspiring, man heads the facility and shares duties with three other physicians: Dr. Bradley Harcourt, 48, Dr. Sophronia Harker, 33, and Dr. John Ronayne, 37, from England.
- A staff of 12 nurses and orderlies.
- Eric Sykes, 58, groundskeeper, and Michal Symanski, 39, who maintains the plumbing and looks after other maintenance tasks.

Cure Rate

- For paying patients, who supply most of the hospital's trade, treatment is generally of a satisfactory standard, with one-to-one therapy sessions, awarding a bonus die to determine the success of treatment (see **Institutionalization** in the *Call of Cthulhu: Keeper Rulebook*, page 165), with success indicating a gain of +1D4+1 Sanity points. Private care carries a cost of $110 per month, with 1D4+1 months being the average stay time (allow a treatment/Sanity roll once per month).
- For those who are committed to the hospital by a medical practitioner, the care is adequate, although it is unusual for one-to-one therapy or even group therapy to be a part of their medical regime. Thus, for public care, no bonus or penalty die is awarded to any treatment rolls (success indicating a gain of +1D3 Sanity points), with length of stay averaging to 1D8+2 months (of course, some remain patients for far longer).

Look to the Future

Around Christmas 1922, a young man with no identity is brought in for care. Found wandering the streets of Kingsport, the poor fellow is an amnesiac. Various treatments have no effect, although at one point the fellow makes references to a book called the *Necronomicon*. Following a liaison with Miskatonic University, the **Orne Library** (623) sends over its valuable edition of that tome to allow the man to peruse its text in the hope that it could jog his memory. Alas, this "treatment" does nothing to restore the man's mind or memory. See Lovecraft's "The Festival."

Floorplans of the hospital are provided on pages 98 and 99.

202 FLEETWOOD DINER

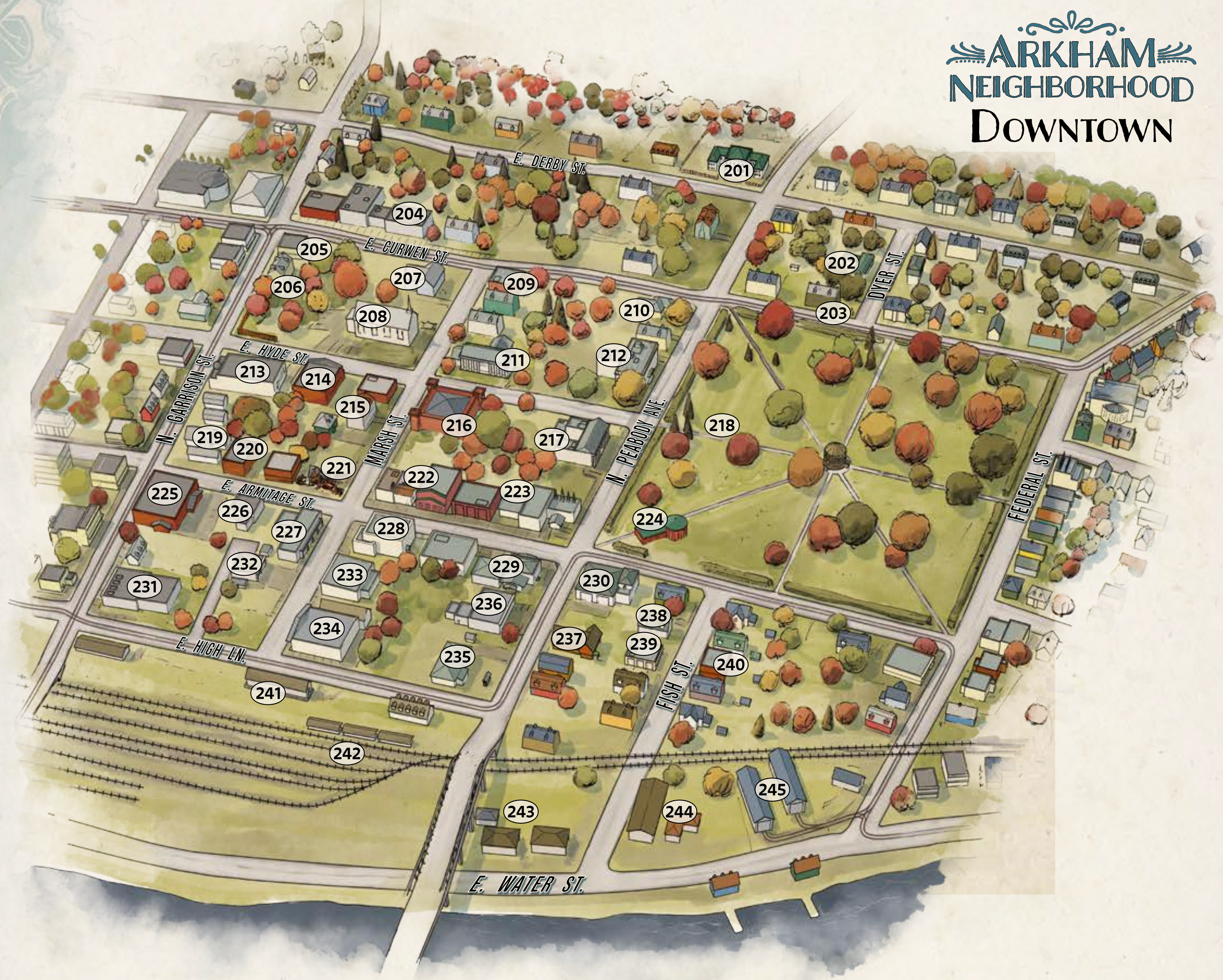
715 Dyer Street

A diner catering mainly for working class folk and a few travelers, with seven counter stools and six wooden booths. Breakfasts are notable, and there is usually a queue of men wearing overalls and the like waiting to place their orders. Open 4:00 am to 2:00 pm, Monday to Saturday.

Notable Folk

- Ollie Weaver, 54, is the proprietor and cook.
- Mei Yang, 44, manages the counter.

ARKHAM NEIGHBORHOOD
DOWNTOWN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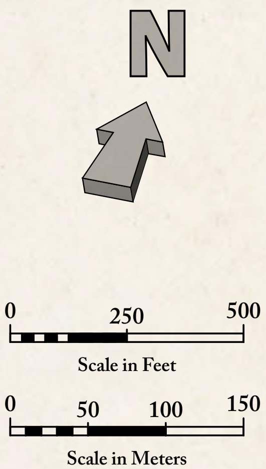
POINTS OF INTEREST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201. Pickering Psychopathic Hospital
202. Fleetwood Diner
203. Innsmouth Bus Stop
204. Dr. Muelhig, Psychiatrist
205. Heath's Private Investigation
206. Rotary Club
207. Dr. Sinderwald, Reconstructive Surgeon
208. Asbury Methodist-Episcopal Church
209. Diamond Credit Agency
210. Bee's Diner
211. Arkham Public Library
212. Courthouse & Jail
213. Telenews Cinema
214. Arkham First Bank
215-A. B. Chambers, Attorney
215-B. Federal Bond Agency
216. Massachusetts Guard Armory
217. Town Hall
218. Independence Square
219. Crawford's Restaurant
220. Art's Billiards
221. Demolition Site
222. Arkham Gas Company
223. Arkham Bell Telephone
224. Arkham Trolleys
225. Amherst Theater
226. Dennison's Ice Cream Emporium
227. Northside Market
228. Arkham Police Station
229. US Post Office
230. Fire Department
231. First National Grocery Store
232. Ballard's Auto Lot
233. Edison Electric & Gas
234. Misk. Valley Savings Bank
235. MassGas Station
236. Arkham Cab Co.
237. Bunden's Bindery
238. Painless Tattoos
239. Sheehan Contractor Supply
240. Happy Bee Construction Co.
241. Penny Arcade
242. Railroad Properties
243. Adams Lumber Yard
244. Slaughterhouse
245. Trolley Sidings

Strangeness

The diner often attracts those waiting for the Innsmouth bus (as it is the closest to the bus stop); thus, sometimes, one may encounter an Innsmouth resident here, patiently biding their time till the bus departs. Possibly, Ollie Weaver and Mei Yang both have stories to tell about the folk coming from and going to Innsmouth.

203 INNSMOUTH BUS STOP

705 Dyer Street

There's no waiting room or office, just an ancient sign saying "Arkham – Innsmouth – Newburyport." People awaiting a ride either hang around here (there's a single wooden bench) or wait nearby in the **Fleetwood Diner** (202).

- The fare from Arkham to Innsmouth is 40 cents, departing at 8:00 am and 9:00 pm, Monday to Saturday (no service on Wednesdays). The return journey from Innsmouth for Arkham departs at 7:00 am and 8:00 pm on the same daily schedule. The trip between Arkham and Innsmouth takes just under 45 minutes due to the state of the bus.
- The fare between Innsmouth and Newburyport is 60 cents, departing from Innsmouth at 9:00 am and 6:00 pm, Monday to Saturday (no service on Wednesdays). From Newburyport to Innsmouth, the bus departs at 10:00 am and 7:00 pm. The trip takes just over 45 minutes.

Notable Folk

- Joe Sargent, 42, drives the dirty gray bus. Most people don't notice his partially webbed fingers, although there are enough locals who gossip and whisper about Sargent's "Innsmouth look."

204 DR. HEINRICH T. MUELHIG, PSYCHIATRIST

197 E Curwen Street

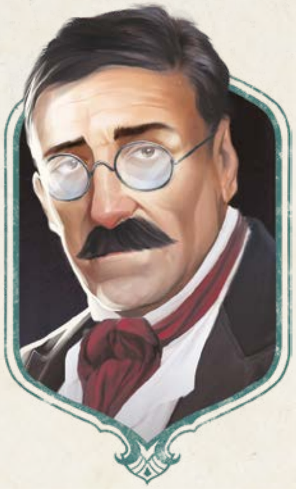
Dr. Muelhig is a psychiatrist who studied with Sigmund Freud and then with Carl Jung before immigrating to the United States after the Great War. Among those who know his skill, his reputation is outstanding; however, his office is unmarked, and he accepts only patients who have been referred to him by a licensed physician, since the science of psychoanalysis currently has no medical standing in Massachusetts.

Cure Rate

Those who undergo the psychiatric care of Dr. Muelhig usually have weekly appointments for around three to six months, although some with particularly troublesome conditions continue to see the doctor for 12 months or more. Such a source of treatment awards a bonus die per month after the third month to determine the success of treatment (see **Institutionalization** in the *Call of Cthulhu: Keeper Rulebook*, page 165), with success indicating a gain of +1D4+3 Sanity points. Clients should expect to pay around $20 per session.

Strangeness

The doctor has accumulated several Mythos-related facts about the Arkham area, gleaned from various patients and his local studies, that could prove of interest. While he is unlikely to discuss specific patient histories, his case files, kept here in his office, would certainly contain interesting reading—if someone could, somehow, access them.



Dr. Heinrich T. Muelhig

Psychiatrist, age 54

STR	55	**APP**	50
CON	60	**POW**	60
SIZ	70	**EDU**	85
DEX	45	**SAN**	58
INT	80		

HP	13
DB	+1D4
Build	1
Move	5
MP	12

- **Description:** white male, portly with bushy and thick dark hair and a full mustache. He wears spectacles for reading and favors a plain, burgundy-colored ascot with his suit.
- **Traits:** pensive and brooding, he speaks with a deep and thick German accent.

Skills

Anthropology 30%, Art/Craft (Piano) 45%, Charm 20%, Credit Rating 60%, Cthulhu Mythos 2%, First Aid 40%, History 50%, Language (English) 60%, Language (German) 85%, Language (Latin) 40%, Library Use 55%, Listen 60%, Medicine 60%, Persuade 45%, Psychoanalysis 70%, Psychology 60%, Spot Hidden 35%, Stealth 25%, Throw 25%.

COMBAT

QUALITY	*%*	*DAMAGE*
Brawl	40% (20/8)	+1D3+1D4
Dodge	22% (11/4)	

205 KENNETH HEATH, PRIVATE INVESTIGATOR

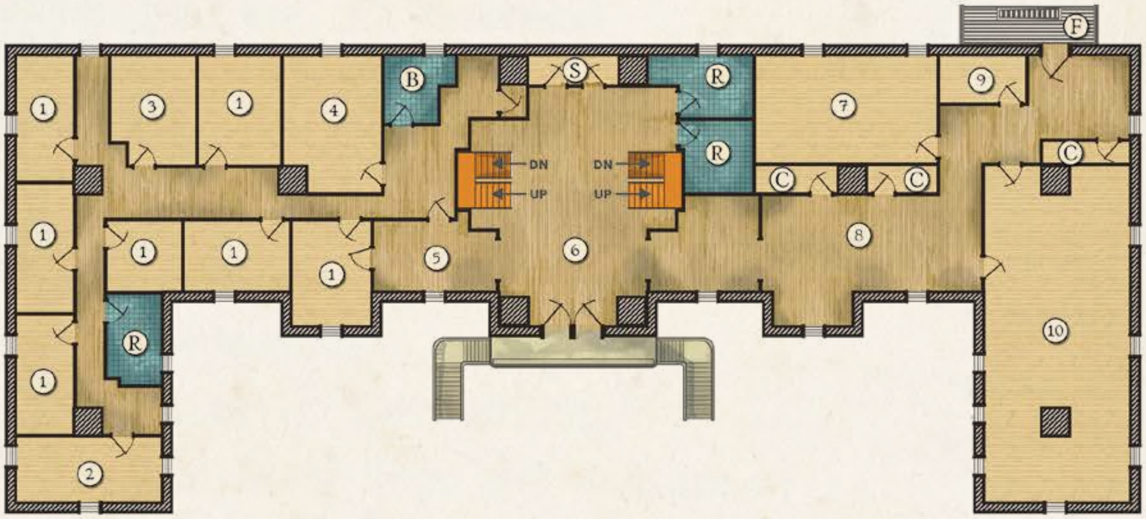
136 E Curwen Street

A veteran detective of the New York City police, Kenneth Heath provides investigation services from this storefront office. He works and lives here, renting both the office and the apartment upstairs. Heath's talents can be hired at a rate of $10 per day plus expenses. When he can afford it, he avoids taking spouse-watching jobs, preferring to concentrate on more intriguing mysteries. He owns his own car, a sporty Chevrolet Series 490 roadster.

Three years ago, while halting a bank robbery, Heath lost the four fingers of his left hand to a shotgun blast. He was subsequently pensioned by the force, and he and his wife, Madeline, moved to Arkham, her hometown, where Heath opened this office.

While only a relatively recent resident of Arkham, Heath quickly sized-up the town. He is aware of the **Lucky Clover Cartage Co.** (412) bootlegging operation but, as no one else seems to care, Heath does not either. In fact, in a desk drawer he has a bottle of bonded whiskey that **Bobby Sills** (page 129) just gave him.

Pickering Psychopathic Hospital
"The Sanitarium"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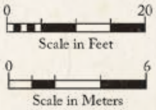
FIRST FLOOR

① Private Office
② Dr. Harcourt's Office
③ Records Office
④ Dispensary
⑤ Nurses' Station
⑥ Icehouse Room
⑦ Storage
⑧ Waitress Station
⑨ Kitchen
⑩ Kitchen
Ⓑ Bathroom
Ⓒ Closet
Ⓕ Fire Escape
Ⓡ Restroom
Ⓢ Storage Room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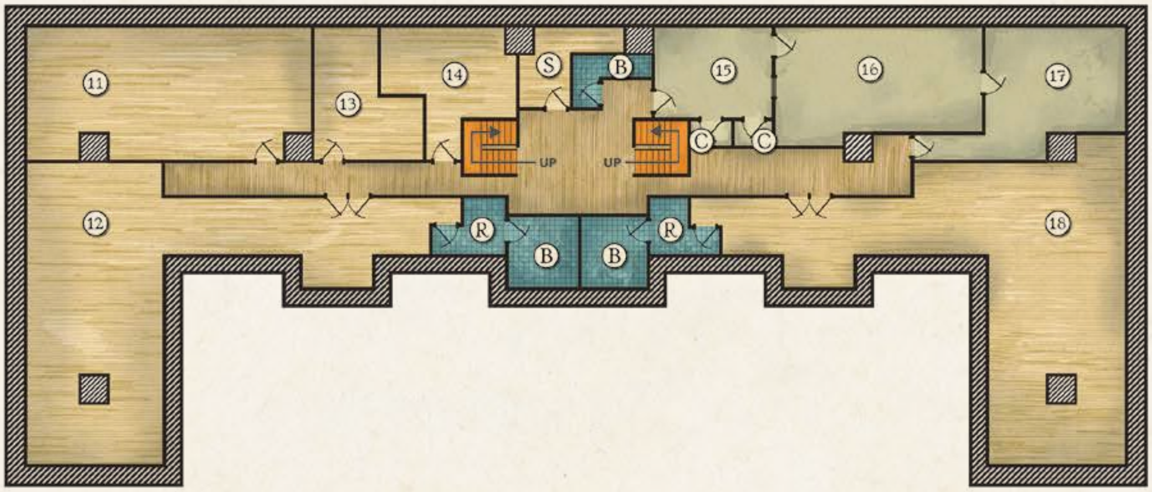
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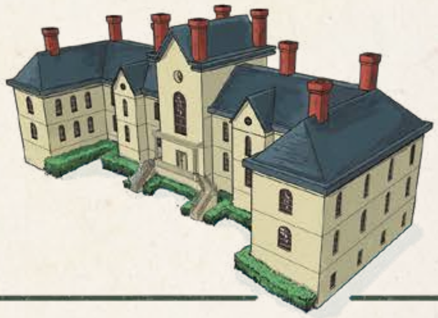
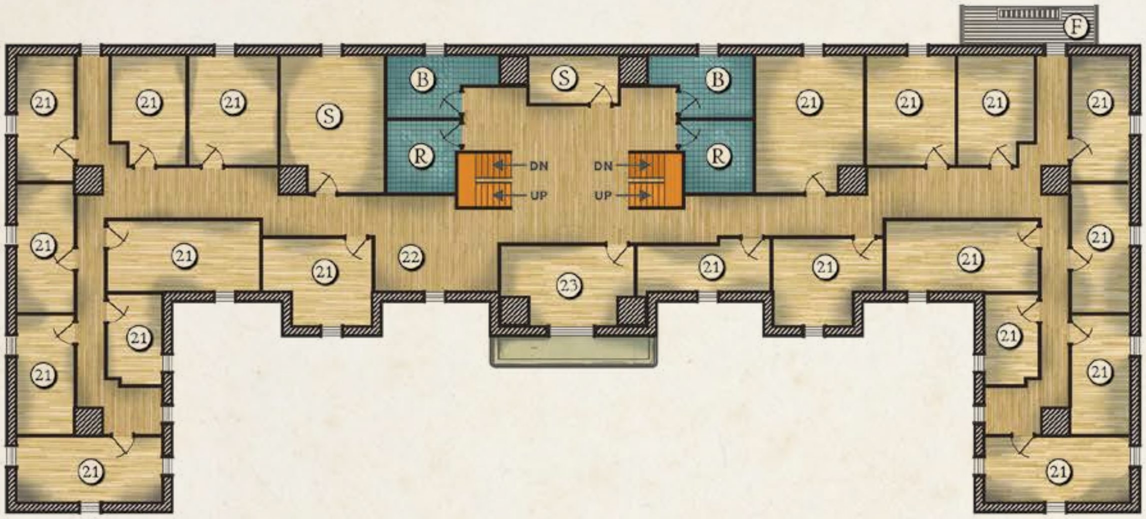
Basement

⑪ Recreation Room
⑫ Indigent Women's Ward
⑬ Nurses' Room
⑭ Mechanical Room
⑮ Scrub Room
⑯ Surgery
⑰ Laboratory
⑱ Indigent Men's Ward
Ⓑ Bathroom
Ⓒ Closet
Ⓡ Restroom
Ⓢ Storage Room



Pickering Psychopathic Hospital
"The Sanitarium"



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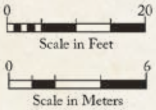
Second Floor

- ㉑ Private Patient Room
- ㉒ Nurses' Station
- ㉓ Office
- Ⓑ Bathroom
- Ⓕ Fire Escape
- Ⓡ Restroom
- Ⓢ Storage Room



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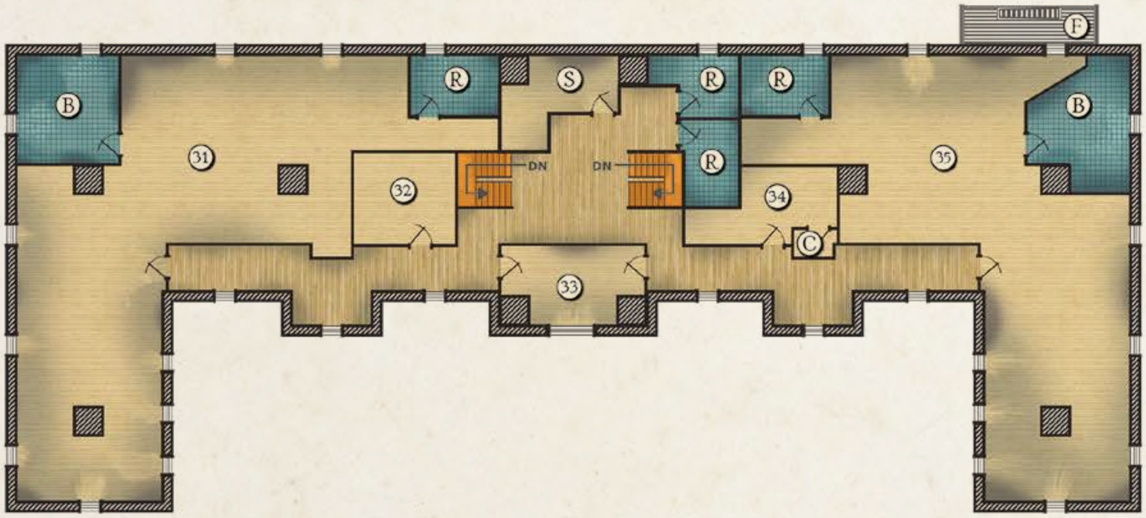

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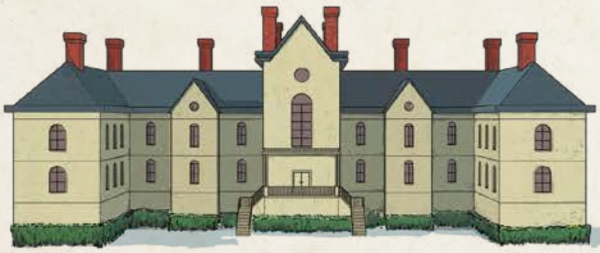
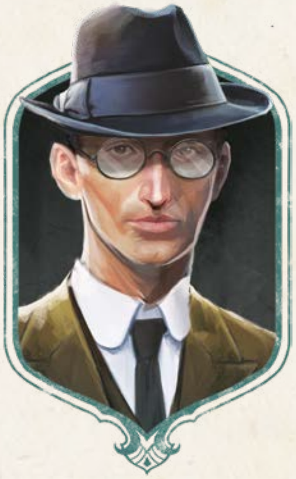
Third Floor

- ㉛ Women's Ward
- ㉜ Nurses' Room
- ㉝ Interview Room
- ㉞ Orderlies' Room
- ㉟ Men's Ward
- Ⓑ Bathroom
- Ⓒ Closet
- Ⓕ Fire Escape
- Ⓡ Restroom
- Ⓢ Storage Room



The Case

Since 1921, Heath has been working on a particular case alongside his normal run-of-the-mill jobs. The body of a MU student was found floating in the river a few days after Halloween. The evidence suggests a link to a similar murder he investigated years ago in the Red Hook area of Brooklyn. In the current Miskatonic case, the baffled Arkham police concluded that the student had drunkenly fallen into the river and drowned. Despite the accidental death verdict of the police, the student's parents knew their son for a teetotaler and did not accept this explanation. Heath, so far, has been able to link the young man to a local, very secretive group, about which he has been able to learn little. Heath is patient, biding his time until he finds the next clue.



Kenneth Heath

Private Eye, age 34

STR	60	**APP**	70
CON	65	**POW**	75
SIZ	55	**EDU**	70
DEX	70	**SAN**	73
INT	85		

HP	12
DB	0
Build	0
Move	9
MP	15

- **Description:** white male of unexpectedly slight build, dressed in a light-brown suit and fedora, with wire-framed spectacles.
- **Traits:** as far from the classic "Sam Spade" type as possible, Heath is an intellectual who uses scientific methods combined with his police experience. He is methodical, patient, and slow to anger.
- **Contacts:** Heath is on good terms and still in touch with his old NYC police buddies but has yet to really develop much of a relationship with the Arkham PD.

Skills

Accounting 20%, Art/Craft (Chess) 40%, Art/Craft (Photography) 30%, Climb 45%, Credit Rating 35%, Cthulhu Mythos 2%, Drive Auto 45%, Fast Talk 40%, First Aid 35%, History 30%, Jump 40%, Law 25%, Library Use 35%, Listen 45%, Navigate 30%, Patience 90%, Persuade 45%, Psychology 50%, Science (Chemistry) 35%, Science (Forensics) 20%, Spot Hidden 55%, Stealth 65%, Track 45%, Throw 40%.

COMBAT	%	*DAMAGE*
Brawl	40% (20/8)	1D3 or blackjack 1D8
.38 revolver	75% (37/15)	1D10
Dodge	40% (20/8)	

206 ROTARY CLUB

650 N Garrison Street

A social club devoted to organizing and running service and outreach projects for the community. More active than the **Arkham Chamber of Commerce** (127), its members tend to be younger and less wealthy. One of the committees is focused on supporting Arkham's boys, helping to build character and provide experiences that can help them achieve a brighter future. Thus, the club sponsors the scout troop and various sporting events. The club also raises funds for local charitable concerns as well as beautifying Arkham by paying for plants to improve the ambience of neighborhoods.

The club meets each week, usually to listen to a speaker, either from within the membership or someone external and inspirational, to socialize, and to conduct any current business. To join, an existing member must sponsor the application. The membership fee is $20 per year.

Benefits

After six months of membership, members may raise their Credit Rating once by +1D10 percentiles. Membership requires a commitment of 12 hours per month for meetings and service activity. Given the cross-section of membership, the Rotary Club could easily become the foundation for an investigator organization (see **Investigator Organizations**, *Call of Cthulhu: Investigator Handbook*, page 122).

207 DR. G. SINDERWALD, RECONSTRUCTIVE SURGEON

689 Marsh Street

A licensed physician and a well-regarded medical practitioner, Dr. Sinderwald provides reconstructive ("cosmetic") surgery. As well as standard procedures, such as the removal of small scars (cost $20 to $50), skin tightening ($100+), and cleft lip and palate repair ($80 to $150), the doctor continues to provide his services to veterans of the Great War suffering from body and facial disfigurement due to gunshot and shrapnel wounds, as well as scars caused by mustard gas (from $100 to $1,000+).

When a patient cannot afford facial surgery or gain credit, the doctor may be able to provide a prosthesis, such as a facial feature or mask to cover over the disfigurement; such features and masks can run from quite basic to near works of art (assume one-quarter to half the cost of surgery, depending on the quality). Note that numerous injured soldiers may have received a facial mask when in recovery, so by the 1920s, some may seek a new prosthesis or simply a better one.

Shady Business

Dr. Sinderwald owes money to some shady people due to his penchant for gambling and has run up sizable debts. In consideration of what he owes, his creditors are demanding favors, such as the treatment of injuries that the mob does not want reported and, recently, the alteration of the face of a gangland "friend" from Boston. Fearful that refusal will cause dire consequences, the doctor has, so far, complied with such demands. Yet, he equally fears that this criminal activity will not end well for him.

Dr. Garrison Sinderwald

Reconstructive Surgeon, age 46

STR	40	**APP**	55
CON	60	**POW**	65
SIZ	65	**EDU**	85
DEX	75	**SAN**	65
INT	80		

HP	12
DB	0
Build	0
Move	7
MP	13

- **Description:** white male of average height and a little overweight, with a waxed mustache and balding pate.
- **Traits:** while normally gregarious and somewhat high-spirited, he is currently sullen and worried; fearful of strangers and the police.

Skills

Art/Craft (Piano) 40%, Climb 35%, Credit Rating 51%, Desire to Gamble 85%, Drive Auto 35%, Fast Talk 40%, First Aid 65%, Gambling 60%, Jump 45%, Law 15%, Library Use 40%, Listen 35%, Medicine 70%, Medicine (Reconstructive Surgery) 75%, Navigate (Arkham) 45%, Persuade 60%, Psychology 35%, Science (Chemistry) 35%, Science (Forensics) 20%, Spot Hidden 50%, Stealth 35%, Throw 25%.

COMBAT

QUALITY	*%*	*DAMAGE*
Brawl	35% (17/7)	+1D3 or scalpel 1D4
Dodge	37% (18/7)	

208 ASBURY METHODIST-EPISCOPAL CHURCH

641 Marsh Street

The original wooden church structure burned to the ground in 1815, and parishioners replaced it the following year with the present brick building. The church is well-attended and enjoys a, more or less, harmonious congregation. The church's archives only go back to 1816, as the 1815 fire destroyed all earlier materials.

Notable Folk

- Dr. Ezekiel Wallace, 57, the pastor, has heard disquieting whispers about the strange religion followed by the folk of Innsmouth; thus, he warns that "good people should steer clear" of that decaying port.

Beliefs

The Methodist-Episcopal Church (MEC) was founded in America in 1784 with the ordination of its first two bishops: Francis Asbury and Thomas Coke. Although it occurs less frequently these days, members of the congregation sometimes display extreme emotional reactions during services: trembling, groaning, and so on. Such behavior is believed to be caused by direct communication with the Holy Spirit.

209 DIAMOND CREDIT AGENCY

682 Marsh Street

The three brass balls hanging above the front door of this establishment proclaim its function as a pawn shop, where clients may obtain loans in exchange for collateral (items such as jewelry, tools, furniture, and so on). If they repay the loan plus 20 percent interest within 60 days, the agency returns the collateral; otherwise, the Diamond Credit Agency owns the exchanged collateral. Such unclaimed items are then put up for sale, usually at three or more times the amount for which it was pawned. Thus, the store contains numerous items, some common, others quite rare—from precious gems to historic weaponry. Open 8:00 am to 6:00 pm, closed for 2 hours for lunch, Monday to Saturday.

Notable Folk

- Randle Wade, 48, is the owner and sole employee. From time to time, he fences stolen items for thieves known to him. Key skills: Charm 50%, Fast Talk 70%.

Strangeness

Given that the Agency has been operating for over ten years, it has a wide selection of items for sale, from the reasonably priced to the expensive. All manner of folks use the Agency's service, and some, after receiving their loan, are never heard from again. Within the display cases, the drawers of jewelry, the tool racks, and weapon cabinets, who's to say what surprises might be hidden there?

Occasionally, Wade consults with experts on the value of certain items, and sometimes sends such experts to value a person's possessions on site (such as in the case of a once-wealthy estate). Once in a while, someone from out of town purchases a big sale item, necessitating Wade to employ a courier to safely transport the item to its new owner, wherever they may be.

210 BEE'S DINER

332 E Curwen Street

A haunt of office workers at lunchtime during weekdays, Bee's Diner offers a superior maple ice during sugaring season, and excellent chowders the year round. Open 6:00 am to 2:00 pm, Monday to Friday.

Notable Folk

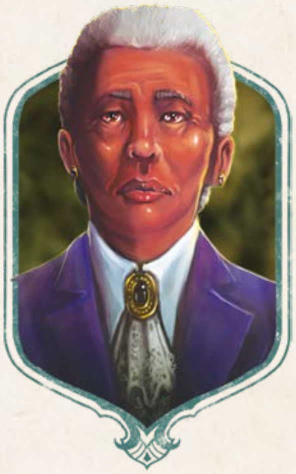
- Helen Bee, 36, and her husband Pete, 35, own and run the diner. Both take turns in the kitchen.
- Agnes Bee, 17, is their daughter who helps with serving customers.

211 ARKHAM PUBLIC LIBRARY

630 Marsh Street

The Arkham Public Library was founded in 1845 by philanthropic citizens concerned for the betterment of the community and is supported mostly by private donations that supplement municipal funds. Apart from the front desk and book stacks, the library offers a large meeting room (30 person) as well as a small one (8 person). Behind the front desk are the head and assistant librarians' offices, and the storeroom.

While somewhat overshadowed by the massive collection held by Miskatonic University, the Public Library nevertheless can boast 18,000 volumes, with an impressive range of legal, history, and reference texts. The library is open from 11:00 am to 7:00 pm, Monday to Friday, and 10:00 am to 2:00 pm on Saturdays.



Ellen Whitmarsh

Notable Folk

- Adelbert Vine, 42, is the head librarian, taking over the position from Jaspar Whipple who retired.
- Ellen Whitmarsh, 57, is the assistant librarian and manages the front desk, dealing with inquiries and ensuring appropriate decorum within the library.
- Ivie Rea, 33, occasionally relieves Ellen at the front desk and spends most of her time cataloguing and shelving books.

Useful

At the Keeper's discretion, the library may hold texts written by local authors, such as a copy of Edward Pickman Derby's (**Home of the Derby Family**, 818) controversial *Azathoth and Other Horrors* (1919; KR 225*)—a book probably kept behind the librarian's desk and available only by request, and Ellen Whitmarsh is highly likely to raise her eyebrows at anyone who asks to see that collection of poetry.

**KR page references refer to* Call of Cthulhu: Keeper Rulebook.

212 COURTHOUSE & JAIL

667 N Peabody Avenue

This building, constructed of stone in 1910, contains two courtrooms (one being the regular court of Municipal Judge Keezar Randall), court records since the early 19th century (earlier records are held with the **Arkham Historical Society**; 901), court offices, and the town jail.

The municipal court handles an array of misdemeanors, civil actions, and minor felonies, but major felonies as well as civil actions involving more than $500 are bound over to Salem's county or circuit courts. The Salem courts also adjudicate and record wills, name changes, adoptions, and annulments. Adoption records are sealed by the court and not allowed to be opened, even by the adoptee. Otherwise, all public records are open for examination by any citizen from 8:00 am to noon, and 1:00 to 5:00 pm, Monday to Friday.

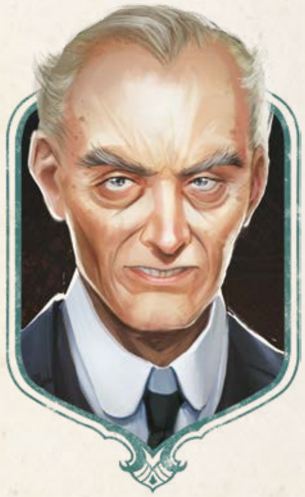
Useful

Those wishing to obtain court orders for exhumations, subpoenas for personal files, bank accounts, business records, or police files, or to get injunctions or relief must start with Judge Randall, who may or may not pass them along to a county or state court for final dispensation, and who may or may not be overruled by appeal (appealers are not popular with Judge Randall).

Before the Judge

Those arrested may appear before Judge Randall, who dispenses justice much as bachelors eat—as he sees fit. Major matters are bound over for trial in Salem, but Randall is supreme in smaller affairs, and makes most of his decisions intuitively. He favors housewives who haven't betrayed their traditional role, college students who are respectful and well dressed, and anyone with an old Arkham family name. He is a racist who additionally hates long-haired intellectuals and shorthaired flappers, and is particularly insulting to anyone he finds displeasing. When he's in a bad mood, no one can placate him, though certain lawyers have a lot of influence with him, notably **E. E. Saltonstall, Sr** (125). Depending on the charge, Judge Randall can sentence up to 60 days and impose a fine up to $500.

Defense attorneys for the indigent or incapacitated are appointed from a rotating pool of the county's lawyers. Since the appointments are without fee, Judge Randall has lately taken great glee in appointing brash young Attorney Edwin "Ed" Cassidy to as many cases as possible, as Cassidy is another on Randall's growing list of enemies (see **Tower Professional Building**, 119—Suite 4A).



Judge Keezar Randall

Notable Folk

- Judge Keezar Randall, 74, is a bad-tempered, white-haired, conservative who feels it is his duty to protect Arkham from "riffraff." A foul man and a racist.
- Lee E. Craig, 41, is an attorney who represents the town's legal interests. Craig is a Harvard man with roots in Tennessee, and functions much like a district attorney, offering advice, handling the prosecution of small crimes, and defending Arkham against rare lawsuits. He and Randall have clashed repeatedly, and Craig—motivated by unusually strong ethics—is contemplating a formal complaint about Randall to the Bar. If upheld, Randall will retire. Those in tight legal situations may find Craig a valuable ally.
- Edwin "Ed" Cassidy, 28, is a recent graduate of law school and keen to make his mark, despite Judge Randall's contempt for him. Impoverished investigators up before the court are likely to have Cassidy representing them.

213 TELENEWS CINEMA

552 N Garrison Street

A large blue world globe marks Arkham's newest theater providing cinematic experiences. Above the front door, a sign conveys the cinema's mission: Instruct and Entertain. The selection of movies is curated by Reginald Gainor, the manager, who prefers documentaries, productions of classics from literature, and religious films with a strong message, rather than the "sensationalism" of Hollywood Land. Thus, one is unlikely to see Lon Chaney's *Flesh and Blood* (1922) or Murnau's *Nosferatu* (1922) here. Interestingly, Gainor did put on a short run of Christensen's *Häxan* (1922) recently, due to the fact it was promoted as a documentary about superstition in the Middle Ages—that, and the fact Gainor didn't realize (to his horror) it was about the history of witchcraft.

Apart from the main features, two cartoons are always offered on Fridays and Saturdays. Admission is 15 cents for adults, and 6 cents for children. Opening times are 6:00 pm to 11:00 pm, Monday to Friday, noon to 11:00 pm on Saturday, and 1:00 pm to 5:00 pm Sundays. Special shows for the kids are presented on Saturday afternoons.

Notable Folk

- Reginald Gainor, 43, is the owner and manager.
- Sally Waite, 24, is an usher and brings round a selection of drinks and food during intermissions.

Strangeness

Newsreels are updated continually; thus, all manner of documentary-style shorts may be seen here, and strange folklore or views of mysterious beliefs can pop up in an otherwise innocuous film about New Guinea or the Amazon.

214 ARKHAM FIRST BANK

150 E Hyde Street

Providing checking and saving accounts, loans, and securities underwriting for the businesses and people of Arkham. Rooted in the community for generations, it's not unusual for this bank to grant generous extensions to well-known customers, provided the debtor is of good character and making honest efforts at repayment; the bank prefers not to dispossess a friend or neighbor. Unfortunately, this admirable policy results in the closing of the bank in 1933. In addition to the usual services, the bank houses a secure vault in its basement where it holds a number of safety deposit boxes. Business hours are 10:00 am to 3:00 pm, Monday to Thursday, and extended to 5:00 pm on Friday.

Notable Folk

- Royce Merriam, 58, is the bank's president and manager who has the final say on the bank's business.
- William Danvers Johnson, 50, is the bank's vice-president, is a member of the **Miskatonic Club** (804), and secretly a member of the **Arkham Coven** (page 51).

215-A BERTRAND CHAMBERS, ATTORNEY-AT-LAW

589 Marsh Street

Provides legal expertise and represents clients accused of crime. Chambers is originally from New York City. No one really knows why he opened shop in Arkham, but the police suspect a connection with Danny O'Bannion's criminal enterprise (**Lucky Clover Cartage Co.**, 412). Chambers is a not-too-scrupulous fellow who defends certain local criminals with unusual vigor and ingenuity. Note that he has no compunction about over-charging clients who don't have a connection to O'Bannion's gang. Expect an hourly rate of $2 to $5, dependent on how wealthy a client looks.

Notable Folk

- Bertrand Chambers, 38, is a thin man with slick-backed hair and a pencil-thin mustache; he favors a pinstriped gray suit.

FILMS OF THE TWENTIES

The Keeper may wish to know what movies could be playing in one of Arkham's theaters in any given year, so here's a few possibilities along with their stars in parentheses.

1920
The Mark of Zorro (Douglas Fairbanks & Noah Beery Sr.)
Dr. Jekyll and Mr. Hyde (John Barrymore)
The Flapper (Olive Thomas)

1921
The Kid (Charlie Chaplin)
The Three Musketeers (Douglas Fairbanks)
Little Lord Fauntleroy (Mary Pickford)

1922
The Bohemian Girl (Gladys Cooper & Ivor Novello)
Lorna Doone (Madge Bellamy & John Bowers)
Sherlock Holmes (John Barrymore)

1923
The Ten Commandments (Theodore Roberts & Estelle Taylor)
The Hunchback of Notre Dame (Lon Chaney)
Wild Bill Hickok (William S. Hart)

1924
The Thief of Bagdad (Douglas Fairbanks)
Beau Brummel (John Barrymore & Mary Astor)
The Hands of Orlac (Conrad Veidt & Alexandra Sorina)

1925
The Phantom of the Opera (Lon Chaney)
The Gold Rush (Charlie Chaplin)
Ben-Hur (Ramon Novarro)

1926
Beau Geste (Ronald Colman)
Aloma of the South Seas (Gilda Gray)
Nell Gwyn (Dorothy Gish)

1927
The Jazz Singer (Al Jolson)
The Cat and the Canary (Laura La Plante)
It (Clara Bow)

1928
Lilac Time (Colleen Moore)
The Constant Nymph (Ivor Novello & Mabel Poulton)
Steamboat Willie (Mickey Mouse)

1929
The Broadway Melody (Bessie Love & Charles King)
Showboat (Laura La Plante & Joseph Schildkraut)
The Iron Mask (Douglas Fairbanks)

215-B FEDERAL BOND AGENCY

589½ Marsh Street (first floor)

This small office is a branch of a larger firm headquartered in Boston. The agency provides bail bonds, acting as surety for the appearance of a defendant in court, thus allowing their release from jail before a court appearance. The applicant must put up 10 percent of the bail in cash or other securities (a property deed, an automobile title, and so forth). After the trial, the bondsman collects interest upon the total loan, at the rate of 20 percent per year.

Notable Folk

- Leverette Hewes, 41, runs the office and handles all applications.

216 MASSACHUSETTS GUARD ARMORY

560 Marsh Street

The National Guard is equipped and trained identically to the US Army but is under the command of the individual state governors. Most members of Arkham's Infantry Company B are residents of Essex County. B Company is in the 1st Battalion of the old Massachusetts 23rd Volunteer Regiment, reconstituted since the Great War.

Currently, B Company is under-strength, with just 56 guardsmen currently using the facility. Commanding is Colonel Hathorne, and his executive officer is Lt. Colonel Bridgeton. Major Hart is responsible for the weaponry stored in the armory as well as the motor pool. Additionally, there are usually two or three lieutenants present. Once a month these members put on uniforms and report to the armory for compulsory drill. Most train every summer at Camp Devens, the state National Guard camp.

Armory

Securely locked in a reinforced concrete weapons vault are the following:

- 120 x .30–06 bolt-action rifles (greased and packed), plus 12,000 rounds of ammunition.
- 150 x bayonets.
- 10 x .45 caliber automatic pistols (greased and packed), plus 500 rounds of ammunition.
- 24 x M11A1 fragmentation grenades with Bouchon igniters.
- 1 x Browning M1917 machine gun (belt-fed, water-cooled, tripod-mounted; greased and packed), plus 5,000 rounds of ammunition.
- 2 x 3-inch Stokes mortars (greased and packed), plus 24 practice rounds each.
- 4 x field telephones with 6,000 yards/meters of wire.
- 20 x trench helmets (sizes 7 and 7 1/8 only).

In addition, tents, a small wagon equipped with a field kitchen, hospital supplies, and so on, are stored in the armory, but not in the weapons vault.

Notable Folk

- Colonel William Hathorne, 55, is the commanding officer.
- Lt. Colonel Aubrey Bridgeton, 48, is the executive officer.
- Major Charles Hart, 44, is responsible for the armory as well as the motor pool.
- Sergeant Stephen Groat, 36, is directly responsible for the motor pool, and he holds the keys for the unit's two trucks.

Look to the Future

B Company will not become fully motorized until after WWII.

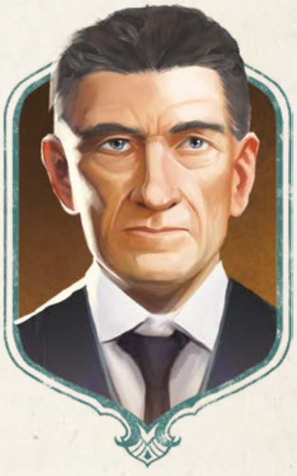
217 TOWN HALL

551 N Peabody Avenue

This large brick building, built in 1901, houses the town's administrative offices. Business hours are 8:00 am to noon and 1:00 pm to 5:00 pm, Monday to Friday.

Mayor's Office

Since the post is a part-time job, the mayor is here one hour a day (a Luck roll to catch him in). The current mayor is Joseph Peabody, 55, an Arkham resident since birth who is a most congenial fellow when speaking with voters but somewhat acidic otherwise. He has no secretary, but visitors can leave messages with Janet Larkin in the Clerk's Office.



Mayor Peabody

Public Room

The mayor meets in open sessions twice a month, on the second and fourth Wednesday, with the selectmen. Policy is argued out and decided upon in public. At present, the topic of zoning is being hotly debated—until now, most American cities and towns had no zoning laws; thus, a factory could conceivably be plunked down in the midst of a residential neighborhood.

Town Manager's Office

After the selectmen and mayor expostulate, the town manager gets to make sense of their frequently bizarre decisions and to remember all the things that they forgot. Darrell Slocum, 37, is the full-time effective head of municipal government.

Secret: Darrell Slocum does not know that his wife, Marla, is a member of the **Arkham Coven** (page 51).

Assessor's Office

Establishes property tax rates, assesses property, collects taxes, and disburses money as the selectmen authorize. All monetary transactions are matters of public record.

Clerk's Office

As the town manager creates effective policy, the town clerk creates effective ways of implementing and recording it. Currently, Janet Larkin, 38, holds the post of town clerk.

The following records are open to the public through this office: deeds, deed transfers, local census records, business licenses, local birth/death/marriage certificates, military draft records (including those from the Civil War of 1863–1865, as well as from the recent Great War, 1917–1919), assessment and tax records, and town budgets and expenditures, all dating back to the beginning of the 19th century. Other records may be available at the Keeper's option. At short notice, assume records can be located within 1D4+1 hours or sooner at the Keeper's discretion.

Engineer's Office

Variously maintains, inspects, judges, and records: (1) building permits and designs since 1891, (2) gas lines, (3) electric lines, (4) streets, curbs, bridges, and the Miskatonic embankments, (5) parks, (6) school and office buildings, plus other town property. Note that

ARMORY WEAPONS

Weapon	Skill	Damage	Base Range	Uses per Round	Mag	Malf
Bayonet (i)	Fighting (Brawl)	1D8	—	1	—	—
Browning M1917 (i)	Firearms (MG)	2D6+4	150 yards	full auto	250	96
.45 Automatic Pistol (i)	Firearms (Handgun)	1D10+2	15 yards	1 (3)	7	100
.30-06 Bolt-Action Rifle (i)	Firearms (Rifle)	2D6+4	110 yards	1	5	100
M11A1 Frag Grenade (i)	Throw	4D10†	STR/5 yards	1/2	1	99
Stokes Mortar (i)	Artillery	6D6††	500 yards	1	1	100

Key:
(i): impaling weapon with an extreme success; maximum damage plus rolled damage.
†Grenade: 4D10 damage within 3 yards/meters; 2D10 damage within 6 yards/meters; 1D10 damage within 9 yards/meters.
††Mortar: requires crew of two people; 6D6 damage within 6 yards/meters; 3D6 damage within 16 yards/meters; 1D6 damage at 18 yards/meters.

records are not (currently) methodically kept, possibly due to the somewhat lackadaisical approach of the department's manager, Walt Wednesday, 54, who runs what can only be described as a "loose ship." Nevertheless, his staff go out of their way to help a citizen.

School Board

The board meets once a month on education matters. Most people in Arkham agree on what schooling's for and on what needs doing about it; thus, policy questions tend to fall to pointless levels, such as whether or not Easter egg hunts are lascivious and anti-Christian.

Water Department

Responsible for Arkham's water and sewer systems. The team carries out inspections, maintenance, and repair of the network of pipes beneath the town. Bill Kent, 41, is the chief engineer of the department and liaises with the Engineer's Office as necessary.

218 INDEPENDENCE SQUARE (THE COMMON)

Officially opened in 1797, Independence Square is a vast expanse of open greenery, nearly eight acres (0.03 km^2) in size, and owned by the citizens of Arkham. It replaced the old militia training ground south of the river, which the town ceded to Miskatonic College. Most folk refer to the area as "The Common."

A 4-foot (1.2 m) iron fence surrounds the square. The official entrance, a massive arch thought to have been designed by Salem architect Samuel McIntyre, is found on the Peabody Avenue side, facing the Town Hall. The Common serves as a picnic ground and gathering site. In addition to a memorial to the Great War, there is a roofed bandstand in the center, as well as a baseball diamond on the grounds in the northeastern corner used by the Miskatonic University's baseball team.

Events

The Common is the site of the annual summer Founder's Day Festival, as well as Winterfest, Fourth of July, Thanksgiving, Forefathers' Day (weather permitting), and other celebrations, observances, and gatherings.

219 CRAWFORD'S RESTAURANT

Northeast corner of E Armitage Street & N Garrison Street

Specializing in gigantic old-style eight and ten-course meals, Crawford's is the most expensive restaurant in town. The menu, per head, averages $5.00, though few in Arkham would think that provides value for their money. Nevertheless, Arkham's wealthier residents and visiting folk ensure the restaurant continues to do a sterling business.

Crawford's has been in the same location since the Civil War, the menu changing little in all that time. For history buffs, a bronze plaque memorializes the table at which General Sheridan once sat. Open 5:00 pm to 8:30 pm, Tuesday to Saturday.

Notable Folk

- Chesley Shattuck, 56, is the head waiter whose waxed mustache has grown to tremendous proportions.
- **Bartholomew Appley IV** (103) sometimes dines here, either alone or in the company of a new flame.

Strangeness

Rumor has it that, late at night, the ghost of an elderly spinster named "Red Mary" sits at one of the tables, waiting to be served. While a popular notion with those who like to gossip, the restaurant frowns upon those who request to stay late to meet with Mary.

220 ART'S BILLIARDS

139 E Armitage Street

Offers eight pool tables and "refreshments" (either soft drinks, hot and cold beverages, or under-the-counter hooch). Open noon to 9:00 pm, Monday to Saturday.

This grimy poolroom is a hangout for men, and street punks frequently spend time here. A few members of the MU football team are regulars here, despite the fact that Art's is off-limits to students. In the past, fights and scuffles between rival gangs—the

Rocks (**Southside Gym**, 717) and the Finns (**Dunham's Brickyard**, 517)—have broken out here. The general ambience suffers from the fact that local mobsters frequently kill time here.

Notable Folk

- Arthur Smedley, 37, is the proprietor who likes to ensure the police take little interest in his establishment.
- Sammy Blithe, 25, is a pool shark, ever watching and waiting to wager a bet with those whose skills don't extend to pool. Key skills: Art/Craft (Pool) 75%, Fast Talk 70%, Gambling 60%.

Useful

The wide range of clientele here means that Art's is often a useful place to gather information about not only criminal dealings in Arkham but also the gossip from various "working men" around the town.

221 DEMOLITION SITE

Northwest corner of Marsh Street & E Armitage Street

Here stood an old three-story building that fire gutted last summer. Most of the original structure has been taken down, slowly dismantled by a work crew. The new owners of the land appear to have no immediate plans to rebuild, preferring to clear the land and weigh their options.

Strangeness

The cause of the fire was inconclusive. The authorities suspected arson, but no one has been identified or charged. The building's owners seemed keen to sell off the land soon after, and word has it they relocated north to Maine.

While dismantling the brickwork, one of the crew claims to have heard a childlike crying coming up from the ground. Despite a search of the more or less intact basement, no one ever found the source of the sound. Whether there is "something" below the building's foundations is still to be determined.

222 ARKHAM GAS COMPANY

235 E Armitage Street

Arkham Gas sells natural gas for home and industry heating needs, as well as gas stoves, ranges, and equipment converting coal-burning furnaces to safe, efficient, natural gas. The company is not a public utility in Arkham, so the records are not open to the public.

Notable Folk

- Marvin Wellman, 43, manages the store and looks after a crew of three delivery drivers and installation mechanics.

223 ARKHAM BELL TELEPHONE

345 E Armitage Street

Here, one can arrange for service, pay bills, and speak to the switchboard operators. Note that there is no dialing in Arkham, with a switchboard operator manually switching plugs to connect every call that's made.

Connecting calls is intensive work. Each operator sits in front of an exchange "plug board" containing banks of plug jacks, each of which connects to a subscriber's telephone line. When a person wishes to make a call, the operator notices the light by their jack plug and inserts an "answering cord" connected to the operator's headset, which connects them to the caller. The operator then asks, "Number, please," and the caller responds. Then the operator manually makes the connection, causing the telephone of the person being called to ring. They make long distance calls in the same way, with the operator plugging into a trunk circuit to connect with another operator someplace else. The switchboard operators work six days a week, nine hours a day and every other Sunday for around 75 cents per hour.

By the 1920s, an exchange could accommodate up to 100,000 numbers, so more than enough for Arkham. While direct dialing arrives in the US in 1921, it doesn't arrive in Arkham for many years. Note that the first transatlantic (radio) call takes place in 1926, and the first telephone call around the world occurs in 1935.

Who's Listening?

Once a call has been connected, the operator is expected to leave the call (to attend to other connections); however, in practice, this is not always the case and the operator can remain on a call, listening to the conversation.

Party Lines

Many residential telephones operate on a "party line," meaning that each subscriber is on the same telephone loop, sharing the line. Even if the line is in use, another subscriber could pick up their phone and break into the call—possibly to then ask the original caller if they could hurry up their call! Thus, between the operators and other subscribers on your line, you never really knew who was listening in to your conversations. Party lines tended to host no more than ten subscribers.

Notable Folk

- Mildred Heminger, 45, manages the exchange.
- Virginia Ozanich, 26, is one of the operators with a penchant for listening into calls to catch the latest gossip.

224 ARKHAM TROLLEYS

405 E Armitage Street

Trolleys are electrical trains that run on rails set in the streets, drawing electric power from special overhead wires. Arkham's trolley routes operate three routes:

- **Northside line:** circling Northside, Independence Square, and East-Town.
- **Church Street line:** encompassing two of Arkham's bridges over the Miskatonic River and circling around the Merchant District, the Campus, and Uptown.
- **French Hill line:** circles Lower Southside into French Hill and near to the southern shore of the river into the Merchant District.

Rides costs 5 cents plus a penny for transfers (necessary to change from one line to another). The trolleys operate from 5:30 am until 7:00 pm, weekdays, and until 9:00 pm, Friday to Saturday. There is no Sunday service. Depending on the time of day, a trolley passes every 5–15 minutes.

Interurban lines, which once connected Arkham with Boston and the rest of the East Coast, were abandoned several years ago; however, the rails and switches still exist and would operate given power and intact cables.

225 AMHERST THEATER

480 N Garrison Street

Much newer than the **Manley Theater** (106), the Amherst has recently become dedicated to feature films (previously it was known for booking various vaudeville acts). The theater is open from 1:00 pm to 11:00 pm daily, and it closes on Christmas, New Year's Eve, and Easter. Admission is 12 cents for adults, and 5 cents for children. Matinee shows for the kids take place on Saturday afternoons.

The proprietor Sam Whitlocke is happy to show whatever pulls the public in, so audiences can expect to watch the latest "Hollywoodland" movies here, alongside European horrors like *The Cabinet of Dr. Caligari* (1920), which draw admirable crowds. See **Films of the Twenties** (page 103) for some possible features.

Notable Folk

- Sam Whitlocke, 38, is the proprietor who enjoys the magic (and money) that cinema brings.
- George Whitlocke, 20, is Sam's nephew and works in the ticket booth out front.

226 DENNISON'S ICE CREAM EMPORIUM

148 E Armitage Street

Dennison's, decorated in a wilted "French café" style, offers a wide selection of ice creams and shakes. Anyone with 5 cents to spare can treat themselves to a double scoop, or they could go with 3 cents for a single scoop. Open 11:00 am to 7:00 pm from Easter to whenever it cools off for the winter. Closed Sundays, like all decent establishments, but open on the holidays.

Notable Folk

- Bill Pleasant, 47, owns and runs the store. A big, burly guy, Bill loves children and is happy to regale customers with all manner of fanciful tales.

227 NORTHSIDE MARKET

467 Marsh Street

Lower quality meat and produce than **Benson's Market** (448), yet more expensive. On the other hand, this store stays open from 8:00 am to 9:00 pm, Monday to Saturday, so it's very convenient. Regular customers have the "special" cuts saved for them.

Notable Folk

- Robert Czyenck, 41, is the owner and a master butcher; secretly is a member of the **Arkham Coven** (page 51).

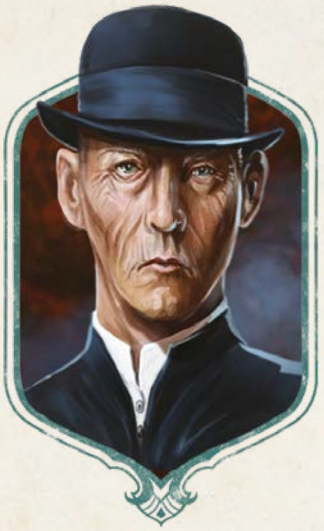
228 ARKHAM POLICE STATION

302 E Armitage Street

Arkham's police force consists of a chief, a captain, three detectives with the rank of lieutenant, three sergeants, and 20 patrol officers. Finances rarely allow Chief Nichols the luxury of a full complement. There is also a little-known police reserve, consisting mostly of retired patrolmen and military men who can join the ranks during emergencies.

Depending on the neighborhood, patrol officers walk their beats singly or in pairs. They check in with the station at regular intervals by telephone from locked police call boxes installed systematically across town. Police cars are not driven on patrol, but officers at the station have several with which to move quickly when trouble arises. The department possesses three cars (one of which the Chief takes home) and two motorcycles. Neither cars nor motorcycles have radios.

As a general rule, only a duty officer at the station is awake and available between midnight and 6:00 am, except on Friday and Saturday nights when several officers work the night shift to ensure that rowdy activity ceases at a decent hour. Sergeants effectively command hour-by-hour police dispositions, and rarely appear on the street except at the scene of a crime.



Chief Nichols

Notable Folk

- Asa Nichols, 61, is the Chief of Police. He is married to Orrette, lives on High Street, and is a good-natured man from another era, not fully aware of the changes in Arkham since the war—he would be shocked to know the extent of organized crime in Arkham and of the corruption within his own department. He belongs to the **Arkham Gun Club** (page132), **Rotary Club** (206), and the **Masons** (108).
- William Keats, 41, is the captain (executive officer and administrator) and in line to be the next chief. He has an inkling of organized crime in Arkham but is unaware of any police involvement. Note that Keats is not fundamentally honest and may be open to a criminal relationship if one presents itself, as long as he can be assured of his own safety.
- Luther Harden, 44, is the chief detective who manages three detectives. He has been present on the scene of almost every noteworthy crime for the last 23 years.
- Mikey Harrigan, 32, a detective and a great cop. He also plays for a local amateur rugby team.
- Calvin Stuckey, 36, a competent detective who is on the payroll of Danny O'Bannion (**Lucky Clover Cartage Co.**, 412).

Cells

Holding cells for men and women stand ready in the rear of the police building, with an additional six cells located in the basement of the **Courthouse** (212). (In 1935, a successful suit concerning the death of a prisoner forces the town to build a new combined jail and police station.)

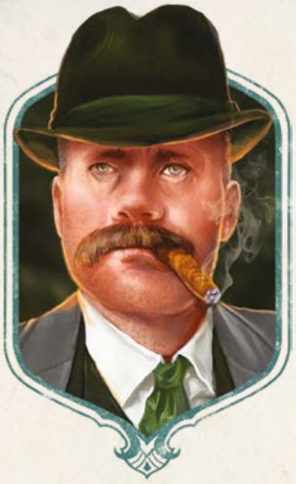
Firearms

Armed officers carry department-issued .45 revolvers—specified by Chief Nichols as the smallest handgun likely to stop an angry man. The department owns riot guns and rifles stored in locked cabinets. From 1926, the arsenal includes two Thompson submachine guns.

Arkham follows Massachusetts state law concerning concealed firearms, which require a permit outside of the home or place of business. Over the years, though, Chief Nichols has accumulated a lot of confiscated weapons. These he keeps in his office, in a trunk now filled to the brim. Once in a while he opens the trunk and smiles, considering how many criminals do not have these weapons.

Corruption

Apart from Calvin Stuckey and a handful of uniformed officers, Arkham's police are not corrupt. Chief Nichols would be appalled at the idea.



Luther Harden

Chief Detective, age 44

STR	70	**APP**	50
CON	70	**POW**	60
SIZ	70	**EDU**	70
DEX	60	**SAN**	54
INT	75		

HP	14
DB	+1D4
Build	1
Move	7
MP	16

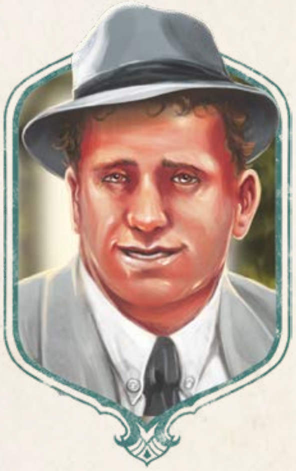
- **Description:** white male, stocky and bulky, with a bushy mustache; usually has a cigar in his mouth.
- **Traits:** hard-boiled and irascible.

Skills

Be Angry 80%, Climb 35%, Credit Rating 48%, Drive Auto 50%, Fast Talk 65%, First Aid 55%, Jump 35%, Law 35%, Library Use 25%, Listen 65%, Navigate (Arkham) 70%, Persuade 45%, Psychology 65%, Spot Hidden 55%, Stealth 45%, Throw 50%.

COMBAT

	%	*DAMAGE*
Brawl	75% (37/15)	1D3+1D4
.45 revolver	55% (27/11)	1D10+2
Dodge	50% (25/10)	



Mickey Harrigan

Detective, age 32

STR	80	**APP**	65
CON	85	**POW**	70
SIZ	85	**EDU**	55
DEX	65	**SAN**	67
INT	70		

HP	16
DB	+1D6
Build	2
Move	7
MP	14

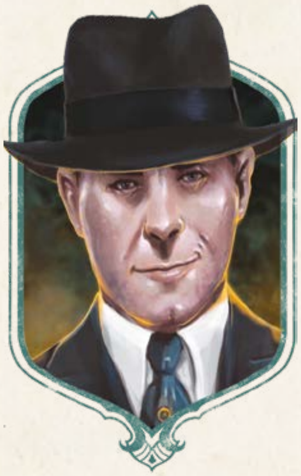
- **Description:** white male, stocky and tall, with curly brown hair. He's clean-shaven and possesses a friendly smile.
- **Traits:** honest, affable, and sympathetic.

Skills

Climb 55%, Credit Rating 40%, Drive Auto 55%, Fast Talk 45%, First Aid 35%, Jump 45%, Law 30%, Library Use 25%, Listen 50%, Navigate (Arkham) 70%, Persuade 40%, Psychology 25%, Spot Hidden 50%, Stealth 35%, Throw 60%, Track 20%.

COMBAT

	%	*DAMAGE*
Brawl	60% (30/12)	1D3+1D6 or night-stick 1D6+1D6
.45 revolver	65% (32/13)	1D10+2
Dodge	55% (27/11)	



Calvin Stuckey

Detective, age 36

STR	65	**APP**	60
CON	75	**POW**	55
SIZ	75	**EDU**	45
DEX	70	**SAN**	52
INT	75		

HP	15
DB	+1D4
Build	1
Move	7
MP	11

- **Description:** white male with short brown hair, and clean-shaven; smirks a lot.
- **Traits:** avaricious, capricious, and ruthless. On the O'Bannion's gang payroll, they pay him to keep the police out of the gang's business.

Skills

Climb 60%, Credit Rating 35%, Drive Auto 45%, Fast Talk 65%, First Aid 30%, Jump 35%, Law 25%, Library Use 35%, Listen 55%, Lose Money Gambling 70%, Navigate (Arkham) 75%, Persuade 40%, Psychology 60%, Spot Hidden 40%, Stealth 40%, Throw 25%, Track 15%.

COMBAT

	%	*DAMAGE*
Brawl	65% (32/13)	1D3+1D4 or night-stick 1D6+1D4
.45 revolver	55% (27/11)	1D10+2
Dodge	49% (20/8)	

229 US POST OFFICE

487 N Peabody Avenue

The only point of federal power in Arkham. Postal workers begin to sort their mail at 4:00 am and have begun their rounds by 6:00 am. There are no Saturday deliveries, but employees do deliver to post office boxes that day. Postal windows are open 9:00 am to 4:00 pm, Monday to Friday, closed for Easter, Fourth of July, Christmas, and New Year's Day.

Notable Folk

- Eli Whittaker, 61, is the postmaster.

230 FIRE DEPARTMENT

418 E Armitage Street

The department has five fire trucks: one hook-and-ladder, one pumper, two hose engines, and one chemical engine. A suite with accommodation for nine fire fighters including sleeping facilities is upstairs. The crew often participates in local charitable projects and, each summer, hosts the annual tug-o-war match with the Arkham Police Department (the firefighters usually win).

Arkham has reciprocal firefighting agreements with Salem, Gloucester, Essex, and other towns in the area.

Notable Folk

- Benijah Adams, 62, is the fire chief.

231 FIRST NATIONAL GROCERY STORE

422 N Garrison Street

Part of a national chain, this large store offers a wide range of canned and boxed goods, some produce, and household goods. Counter service is provided by two full-time employees, a part-time employee, and the manager. The store is open 9:00 am to 6:00 pm, Monday to Friday, and 8.30 am to 7:00 pm Saturday.

Notable Folk

- Arthur Anderson, 37, is the manager. The company recently transferred him and his family from Philadelphia. He and his wife, Rose, enjoy living in Arkham. Besides the Arkham store, Anderson works as the district manager and so is also responsible for the stores in Kingsport and Innsmouth. While he finds Kingsport a pleasant place, he abhors having to go to Innsmouth.

Strangeness

Anderson doesn't like the way the Innsmouth folk watch him, and he believes someone has been following him through its rotting streets on the times he's been there. He's aware that many people in Innsmouth have a somewhat strange look to them and that they are a secretive bunch, but (so far) he's luckily not asked too many questions.

232 BALLARD'S AUTO LOT

453 Marsh Street

The Auto Lot sells new and used cars and provides rental vehicles. Expect to find 2D6 used cars on the lot, for sale or rent. The sale and rental prices depend on the car and its condition—see **Arkham Auto Prices**, nearby. For used cars, reduce the price by 20 to 60 percent, dependent on condition. For rental fees, assume a rate of $1.50 per day for an old or poor condition vehicle, and $5 per day for an excellent condition or nearly new automobile.

The owner, Grainger Ballard, has connections with Boston auto dealers. At no cost to the customer, he will handle dealer arrangements and deliver a new car to your front door. In addition, he will arrange driving lessons upon request.

Open 9:00 am to 4:00 pm, Monday to Saturday; closed Wednesdays, although often the lot closes due to its owner and staff being out on business—in these cases, the home telephone number of Ballard is left on the front door of the office.

ARKHAM AUTO PRICES

Example costs for new or nearly new vehicles by year (figures are rounded out) halve or quarter the cost for second-hand vehicles, dependent on condition.

Year*	Vehicles	Purchase Cost
1921	Model T Ford	$300
1922	Packard Twin Six 5-Phaeton	$5,400
1922	Buick 23-47; Chevrolet 5-Touring; Oldsmobile 4-Pacemaker	$800–$900
1922	Cadillac 5-Sedan; Studebaker 5-Sedan	$1,500–$1,700
1922	Chevrolet 5-Sedan; Dodge 5-Sedan	$1,300
1922	Packard 5-Sedan; Lincoln	$3,100–$3,800
1924	Studebaker Big Six	$1,700
1925	Model T Ford	$260
1926	Dodge De Luxe Sedan	$1,000
1927	Model T Ford	$360
1927	Buick; Cadillac	$2000–$2,900
1928	Ford Model A Roadster; Chevrolet	$380–700
1928	Chrysler 75-Roadster	$1,500
1928	Lincoln	$4600–7400
1929	Chevrolet Truck	$500
1929	Studebaker President 8-Roadster	$1,500

**Year in game.*

Driving Lessons

Ballard's driving lessons provide the following benefit: if Drive Auto skill is at base level (20%) a two week or ten lesson course grants +1D10+2 points. If the skill ranges from 20% to 50%, the course grants +1D10 percentile points, and if the skill is above 50%, the course grants +1D6 points. In all cases, there is no "experience" roll needed; the gain is automatic. The course is not repeatable, although at the Keeper's option, additional courses may grant +1D4 points per course, but no more than three additional courses in total should be allowed.

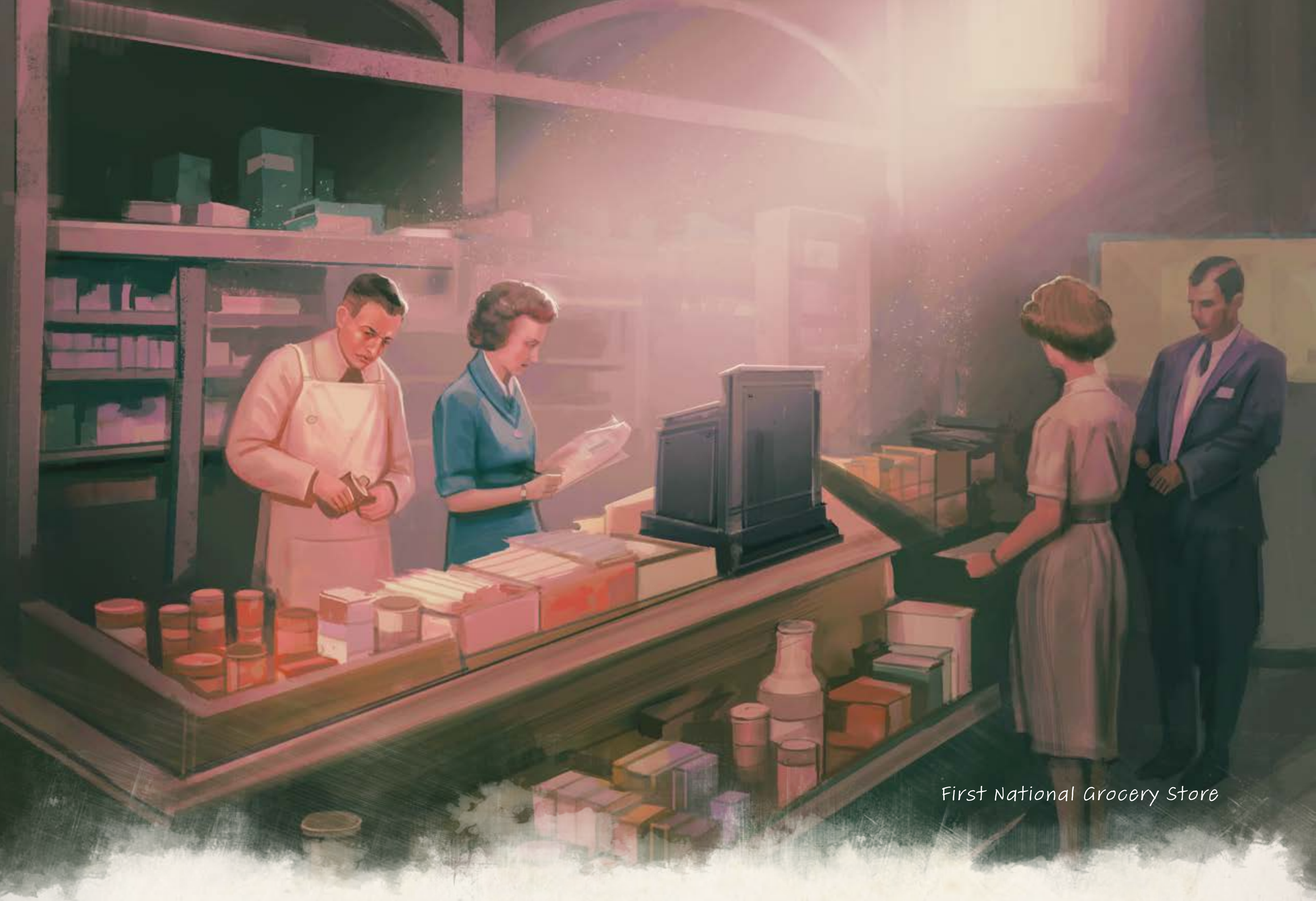
Notable Folk

- Grainger Ballard, 46, owns and manages the lot, sells the cars, and provides driving instruction.
- Alasdair Crooke, 28, is a full-time member of the team with dreams of owning his own luxury car.
- Robby Weiss, 13, gets a few cents each Saturday to clean all the cars.

233 EDISON ELECTRIC & GAS

470 Marsh Street

Customers can set up an account and pay their electricity and gas bills here in addition to accessing the repair and maintenance service. Note that customer records are private and not available to the public.



First National Grocery Store

Useful

If one was able to access a household's or business' power records here, one could check on whether a particular building was in use or occupied and note any significant changes in their consumption (such as when conducting weird experiments in the reanimation of flesh with electricity), and whether there was any schedule for when their usage increased.

Notable Folk

- Francis Eckhardt, 38, is the obsequious manager.

234 MISKATONIC VALLEY SAVINGS BANK

420 Marsh Street

A Massachusetts bank that opened in Arkham in 1920. To thrifty customers, they offer a quarter-percent higher passbook interest than **Arkham First Bank** (214) but tend to be quicker to close on unpaid loans and defaulted mortgages. Open 10:00 am to 3:00 pm, Monday to Friday, and till 5:30 pm on Friday.

Notable Folk

- Howard Filbert, 56, is the bank's manager and despises those who come to him with "hard luck" tales about why they can't repay their loans.

235 MASSGAS STATION

Northwest corner of E High Lane & N Peabody Avenue

Gas costs less here comparted to the price at **Frank's Service Station** (413), and this station is usually far cleaner and neater. Part of a growing chain of gas stations in New England, MassGas is a newcomer to Arkham and has yet to really have the trust of the locals, who tend to prefer Frank's. Abel Sykes runs the station and is the mechanic on site. He works hard at being friendly, although he is by nature a shy and introverted personality, which sometimes makes him seem a little odd. Open 7:00 am to 6:00 pm, Monday to Saturday.

Notable Folk

- Abel Sykes, 53, manages the station and garage. He has a slow and cautious way of talking but knows his way around cars. Key skills: Make Emergency Auto Part 70%, Mechanical Repair 70%, Navigate (Arkham) 80%.

236 ARKHAM CAB CO.

433 N Peabody Avenue

Depending on demand, up to four taxi cabs are on the Arkham streets from 5:00 am until 12:00 midnight, and from 7:00 am to 5:00 pm on Sundays. The company has asked to provide 24-hour service, but the town's selectmen continue to hesitate, believing that this might promote crime and "loose behavior."

Two cab stands exist, one in front of the cab company, here on Peabody Avenue, and one by the **Newsstand** (437-A) on the southeast corner of W Main Street & S Garrison Street. At the latter, a direct phone line links the stand with the cab office.

Note: at the Keeper's option, in the years following 1922, other direct lines are set up at **St. Mary's Teaching Hospital** (626), **Hotel Miskatonic** (634), and so on.

Cab orders come in by phone in the grungy second-floor office, with cabs sent directly from the stand outside. No cab has a radio, as two-way radios are too large, too expensive, and too delicate until the era of the transistor. Trips around town are a flat-rate: 25 cents in-town as long as no bridge is crossed, 25 cents each time a bridge is crossed, 25 cents for each mile out of town, and 50 cents an hour to wait. A cab and driver can be hired for eight hours at a cost of $4 and the promise of a tip of more than a dollar.

Notable Folk

- Gregory Dahlberg, 48, is the manager. A surly and unresponsive sort who only gets interested when money or the police are involved. He's the only person with the authority to allow anyone to look through the records and employment files.
- Sheila Crownover, 52, is the dispatcher, handling call-ins and allocating fares.
- Pawl Sawicki, 44, is one of the cab drivers. He arrived from Poland just over ten years ago and has made Arkham his home. He knows when to keep his eyes and mouth shut. Key skills: Drive Auto 75%, Navigate (Arkham) 85%, Spot Hidden 70%.

Useful

While Dahlberg won't provide any information unless there's a generous tip involved, the cab drivers are more liable and willing to talk given the right circumstances.

237 BUNDEN'S BINDERY

420 N Peabody Avenue

Behind the small storefront is the workshop where this firm's main work takes place: binding sheets of paper into books. While blank journals, notebooks, and diaries are displayed and sold in the store, the bulk of the customers are there to get books bound or rebound. Bunden's provides a hand-binding process, offering all manner of cover materials from linen to calf and goat skin, with hand-finished gilt edging and so forth. Open 10:00 am to 6:00 pm, Monday to Friday, and 9:00 am to 3:00 pm Saturday.

Old classics and rare, valuable books can be rebound to insure they can be enjoyed by the next generation. For those where money is no object, Bunden's can commission an artist to paint a book's paper edges (fore-edge painting)—when the pages are fanned, the painted image becomes visible.

Apart from private customers and students getting their thesis and dissertations bound, Bunden's main customer is the Miskatonic University Press (see **School of Languages, Literature, and the Arts, Department of English**, 614-A), which publishes numerous scholarly monographs. In addition, the firm operates a small fine-press, which publishes three or four hand-set and hand-bound limited editions each year. Such editions are sought after by certain collectors, with nearly all new publications scooped up through a subscription service.

The cost of a simple linen binding starts around $10 but can easily rise to $40-$60, depending on size and additional embellishments. Likewise, at the top end (e.g., leather, gilt, etc.), prices quickly turn north of $50 and can even go into the hundreds where significant work and artistry is involved.

Notable Folk

- Malcolm Bunden, 62, is the owner, publisher, and chief craftsman. He loves his trade and can talk at length on all manner of topics concerning books. He also knows many collectors (and their distinct interests), although he is unlikely to divulge such information without adequate reason. Key skills: Appraise (Books) 75%, Art/Craft (Bookbinding) 85%, History (Books) 70%.
- Bunden employs one full-time binder and one part-time assistant, and sometimes has an apprentice learning the trade.

Strangeness

While Bunden has several artists he can call upon to do fore-edging painting, he recently severed links with one creative who had begun to paint "reverse" fore-edging images (when fanned in the opposed direction, the pages reveal a second, different hidden painting). Such second images were not requested, and their subject matter was dark and repulsive. The artist took great offense to the rejection of their work, vowing to "repay" Bunden "in kind."

From "unusual" leather covers, embossed esoteric and occult symbols, hidden images, bizarre stitching, to curious oils and glues, the possibilities for weirdness are wide open in respect of bookbinding. And should a particularly "dangerous" tome be brought in for rebinding, who is to say the effect it will have on those closely handling its pages?

238 PAINLESS TATTOOS

443 Fish Street

The cramped and somewhat dingy storefront displays hand-drawn flash sheets of tattoo artwork, some yellowed with age, along with a sign reading: Painless Tattoos. A small reception area with seating awaits those who enter, beyond which is the tattoo parlor. Many tattoo designs, mostly in Chinese and Japanese styles, decorate the walls.

Customers vary, but usually soldiers and sailors come here when passing through Arkham, as do circus folk. It is not unusual to see a circus strongman getting a lion or a bear tattooed on their back, or a "Tattooed Lady" bolstering an already impressive range of artwork. Of course, a few "regular" people come for tattoos too, but, in the 1920s, tattoos are by no means widely popular. And, despite the name of the place, the process of getting a tattoo isn't painless, and in some cases, downright painful. Open whenever the owner wishes it.

Notable Folk

- Jin-Pin Liou, 59, owns and runs the business. He keeps his store door unlocked day and night, ever ready to satisfy a customer's desire for bodily ink. Liou lives in the apartment above the parlor and is notified by a bell that rings when the front door is opened. Those gaining access to his living quarters may recognize the seemingly ever-present smell of opium smoke.

Secret

Jin-Pin Liou is actually a disguise invented and performed by Louis Pinelli, an Italian ex-sailor and traveler whose real age is 48, who, for some reason, is intent on remaining hidden from the world at large. Each day, Pinelli dons his disguise and plays up a pseudo mystical persona, which (so far) appears to have fooled the people of Arkham.

Note that Pinelli has perfected his disguise over time; thus, seeing through this mask requires a Hard difficulty roll in the skill being employed, be it Spot Hidden, Psychology, or perhaps Language (Cantonese/Mandarin) to notice something awry, and so on. It is suggested that Pinelli's disguise is maintained until events force investigators to examine the tattooist more closely, so the reveal is even more effective.

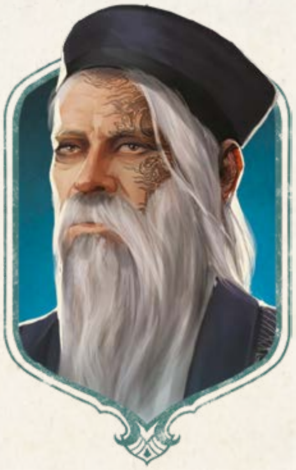
Strangeness

What or who Louis Pinelli is hiding from is uncertain, but it is certain he does not want to be discovered. Who can say what lengths he will go to ensure his false persona remains intact?

Each month, the store receives a visitor from out of town. The visitor is female, usually arriving and departing by train, and brings with her a package, leaving this with Pinelli when she departs. Perhaps the package contains tattoo supplies or, possibly, something more mysterious.

Jin-Pin Liou/Pinelli has an interest in symbology and, despite the charade he fronts, is knowledgeable in the field of sacred and occult symbols and tokens. Whether he uses this knowledge for good or ill is unclear; thus, he could potentially be a source of expertise or a villainous opponent.

All manner of people come here, each with their own tale to tell and reasons for being tattooed. Over the years, Liou/Pinelli has inked any number of bizarre and strange images and symbols, and with most of them, he remembers who the person was and when they came in.



Jin-Pin Liou (A.K.A Louis Pinelli)

Tattoo Artist & Mystic, age 59 (really 48)

STR	50	**APP**	60
CON	55	**POW**	80
SIZ	50	**EDU**	70
DEX	90	**SAN**	49
INT	85		

HP	10
DB	0
Build	0
Move	7
MP	16

- **Description:** appears in public as an elderly Chinese male with long gray-white hair, mustache and beard, whose face and hands are covered in Chinese-style tattoo designs. He wears a *changshan* (robe and tunic) and a round hat. When (rarely) out of disguise, Pinelli has weathered, olive skin. His short, light-brown hair is slicked-back, and he is clean-shaven—the tattoos are real, and they covered his body.
- **Traits:** quiet, brooding, and enigmatic.

Special Bindings for Special Books

Skills

Art/Craft (Tattoo) 85%, Climb 45%, Credit Rating 29%, Cthulhu Mythos* 16%, Fast Talk 75%, First Aid 50%, Intimidate 45%, Jump 55%, Listen 50%, Occult 65%, Persuade 45%, Psychology 50%, Science (Pharmacy) 65%, Spot Hidden 75%, Stealth 65%, Throw 40%.

Languages

Cantonese 35%, Hakka Chinese 30%, Japanese 40%, Korean 35%, Mandarin Chinese 75%.

Spells (optional)*

Bless Blade, Cloud Memory, Contact Nyarlathotep, Evil Eye, Flesh Ward.

**Note:* *Cthulhu Mythos skill and spells are optional should the Keeper decide to present Liou/Pinelli as possessing Mythos experience and knowledge.*

COMBAT

	%	*DAMAGE*
Brawl (martial style)	70% (35/14)	1D3 or knife 1D4+2
Qiang (spear)	80% (40/16)	1D8+1
Dodge	50% (25/10)	

239 SHEEHAN CONTRACTOR SUPPLY

411 Fish Street

Sells a decent range of plumbing, electrical, and roofing supplies—for a wider stock, a drive to Boston would be necessary. Trade discounts are available for reputable contractors. In additional to sales, some equipment, such as jackhammers and compressors, are available for rent, although these are in small quantities. The owner will be happy to advise where larger machinery, such as a bulldozer, crane, scaffolding, etc., can be rented. Open 7:15 am to 3:00 pm, Monday to Saturday.

Notable Folk

- Ed Sheehan, 36, is the owner and an expert with industrial machinery.

240 HAPPY BEE CONSTRUCTION CO.

412 Fish Street

A building firm available for private and commercial contracts. Happy Bee has worked on numerous Arkham properties, from roof repairs to demolition and restoration projects. While a number of employees are on the books, the firm hires casual workers as needed.

Notable Folk

- Lee Kalosh, 52, is the grouchy owner. He tends to have an opinion on everything and prefers it when everyone agrees with him.

241 PENNY ARCADE

364 E High Lane

A delight of hand-crank movies, claw machines, mechanical boxers, and other entertainments, all playable for just one cent apiece. While Saturday's daytime may see a crowd of children flocking here, in the evenings and on weekdays, the clientele is starkly different and made up of university students and often loutish locals. Open 4:00 pm to 10:00 pm, Monday to Saturday.

Notable Folk

- Mal Greene, 53, is the proprietor who also fixes the machines when they break down.
- Members of the Finns gang (see **Dunham's Brickyard**, 517) frequently meet up here in the evenings to loiter before heading off to cause trouble someplace.

242 RAILROAD PROPERTIES

Sidings, empty freight cars, equipment sheds, and the B&M right-of-way fill this block—see **Railroad Properties**, (140) for further information.

243 ADAMS LUMBER YARD

315 E Water Street

Wholesale and retail lumber. Stocks some hardwood blocks, as well as construction lumber. While customers can pick up a handful of lumber here, large or tailored orders usually take up to a week to assemble. Open 8:00 am to 4:00 pm, Tuesday to Saturday.

Notable Folk

- Steve Monk, 43, runs the operation and is something of an expert when it comes to estimating the amount of lumber needed for a particular job.
- Three full-time staff who also make deliveries in the company's truck.

244 SLAUGHTERHOUSE

400 E Water Street

Though there are some independent cattle- and hog-butchers in town, this feedlot and hanging-house supplies most of the town's meat. For the last few years, the noises and smells emanating from here have occasionally raised some complaints from a handful of residents of lower East-Town; however, the business' owners state that being next to the railroad is key for the transportation of their product.

Notable Folk

- Barry O'Connor, 39, is the foreman at the slaughterhouse and runs the day-to-day operation. Some suspect he has links to Danny O'Bannion's gang (**Lucky Clover Cartage Co.**, 412).

Strangeness

Someone looking over the ledger may notice that it's not just Arkham's butchers and restaurants being supplied by the slaughterhouse—there are some peculiar and long-standing private accounts that could spark an interest. Such as the weekly delivery of pig's blood and offal to a remote cabin hidden away in the woodland west of town.

245 TROLLEY SIDINGS

E Water Street

Trolley lines converge here, allowing the mechanics to service and repair the streetcars in sidings and sheds. Employees lock the sheds overnight, although someone is on site till 10:00 pm most nights.

Neighborhood 3: East-Town

300–399

East-Town is bounded by Federal Street to the west and Halsey Street to the east, with East Derby Street to the north and East Water Street to the south. Essentially, the town east of **Independence Square** (218).

The northern part of East-Town, above Whateley Street, contains many fine old homes of Georgian design. These were built by the Derbys, Ornes, Pickmans, and Pickerings—the sea merchants who comprised Arkham's first aristocracy. Unfortunately, many of these houses have fallen into neglect and are a fading reminder of Arkham's yesteryear. And, like these homes, much of East-Town is decaying, some of it beyond repair. Of the few old Arkham families still residing here, most teeter on the brink of ruin.

South of Whateley Street, the land slopes sharply to the river. Here, the houses are more modest and tightly spaced. The streets are brick, with an average width of 40 feet (12 m), although most of these need repair due to the roots of the trees lining the sidewalks buckling and raising the brickwork. Thus, the ground is often uneven and sometimes downright dangerous.

The majority of buildings are residential. Similar to the Lower Southside area, the southern region of East-Town is home to various communities, with African-American families making up a sizable proportion of the residents; indeed, some can trace their ancestry back to near Arkham's early settlement as free peoples. Consequently, the Black community here has a deeply established connection to East-Town. While the area tends to be viewed as poor and is looked down upon by some, there are many here who earn a decent, living wage and whose enterprise and skill are integral and vital to the lifeblood of Arkham's economy and industry. Indeed, most are well-respected citizens who are rightly proud of their accomplishments—despite the generally racist attitude of bank managers toward granting loans and mortgages, which unfairly limits the African-American community's ability to own property in town. While Arkham isn't exactly a progressive place, the positive effects of the Harlem Renaissance do begin to percolate around East-Town toward the mid and later years of the 1920s with a moderate outpouring of creativity and art. Thus, East-Town births numerous musicians, painters, and writers.

A handful of businesses are located here, mainly along East Armitage and East Water Streets, with freight trains passing through day and night. Arkham's last operating textile mill, steam-powered, can be found here, as well as a chemical works and an electrical power station.

301 PICKERING HOUSE, THE

698 Federal Street

Owned and operated by the **Arkham Historical Society** (901), the Pickering House is open to the public 1:00 pm to 3:00 pm, Thursday and Saturday. There is no admission fee, though donating a dollar or more is an excellent way to strike up a conversation with a volunteer attendant, who may prove to be of consequence in town.

Historical

This mansion was built in 1828 by Captain Thomas Pickering, a sea trader operating ships out of Kingsport harbor. Although rumored to be a privateer, Pickering also traded heavily along the coast of Southeast Asia and spent considerable time in and around Australia. One room of the house contains exclusively Australian Aboriginal artifacts, while another boasts a collection of items from both China and Japan. Apart from the traveler's artifacts, the house was furnished by the captain's wife, Ethel, and remains the finest collection of Early American furniture in Arkham. In addition, a comprehensive collection of New England hand-blown glass is on display for visitors to enjoy.

Notable Folk

- Maude Collins, 36, is chief among the volunteer attendants. She is highly organized and particular in terms of ensuring the house is maintained and well looked after; she is also a member of **First Ladies of Arkham** (813).

Strangeness

Captain Pickering's collection may contain numerous usual items and possibly one or two with some sort of Mythos connection—such as an Australian Aboriginal spear on which is carved an Elder Sign or a magically blessed *katana* (able to wound creatures normally immune to mundane weapons). Perhaps, hidden away are the crumbling bamboo pages of a Chinese "tome."

While most of the volunteers from the Historical Society poo-poo the notion, one or two volunteers swear that they have seen the captain's ghost wandering through his collections, as if in search of something.

302 CHECKLEY MANOR

633 Noyes Street

Once an East-Town landmark, this property is currently undergoing demolition, preparing the way for a new building. As such, little remains apart from some walls, rubble, and the foundations. The house was sold to the Beckworth Development Co. in early 1922, just before the death of Jason Checkley, the house's last owner.

Historical

Jason was the last of the Arkham Checkleys, dying of sickness and old age in 1921. A catalogue of tragedies marked Jason's life, with his wife, Lisbeth, dying in 1903, and his three children passing away in 1905 with the Cholera epidemic that hit Arkham in that year. From then, Checkley was a broken man. What remained of his wealth was spent on hiring mystics, mediums, and those who claimed they could contact Checkley's deceased loved ones. Eventually, the money ran out and Checkley had to sell the house. He died a few weeks following the sale.

Notable Folk

- The demolition is (slowly) led by Mick Roxham, 42, the site's foreman.

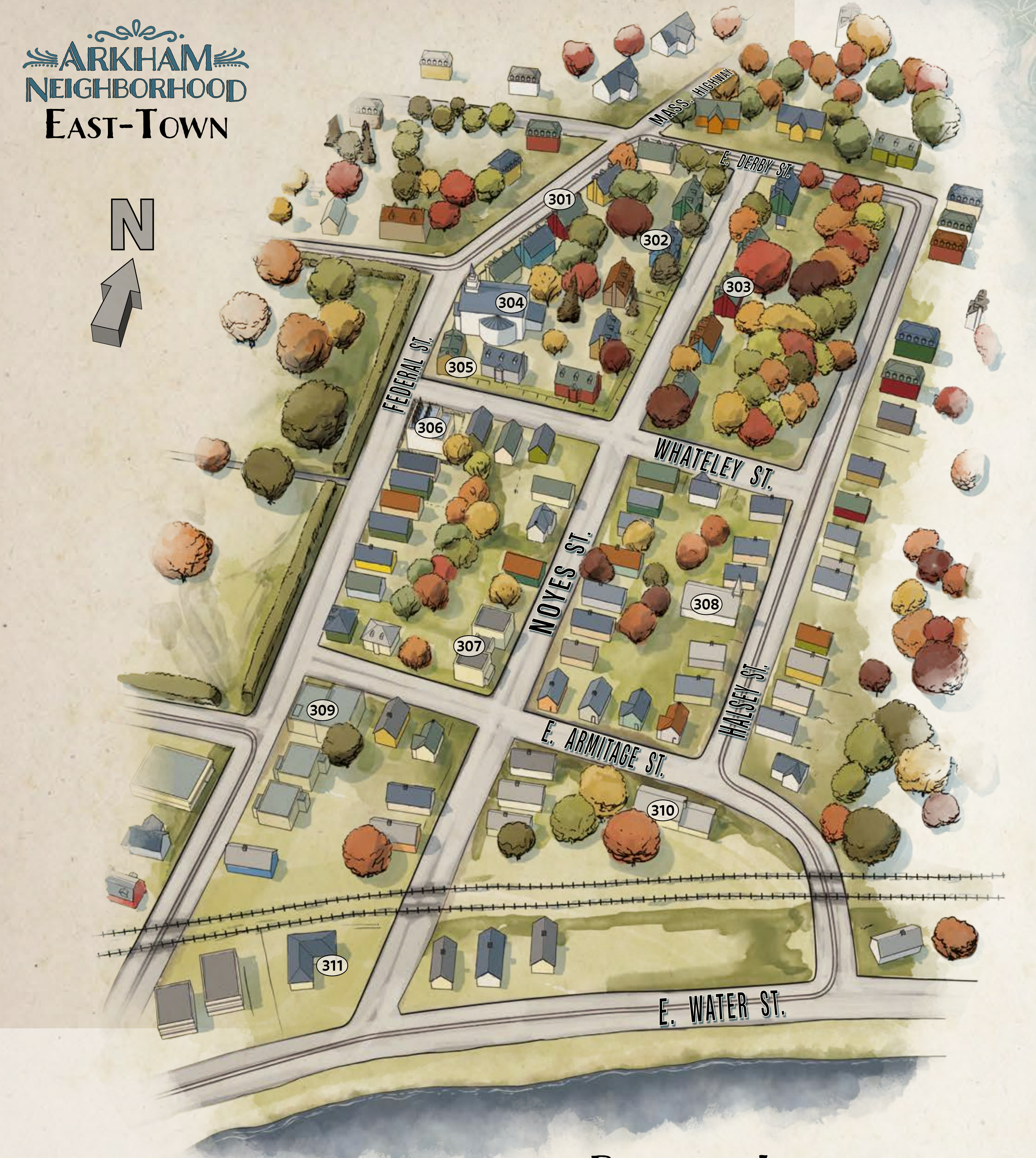
303 CRAWFORD HOUSE, THE

758 Noyes Street

This large, decaying house is home to Mrs. Ellen Crawford who has lived here since the death of her husband 23 years ago. Despite telling the world that her sister, Beatrice Allen, died of fever in Europe in 1906, Mrs. Crawford has actually kept Beatrice locked in the attic for decades, tending to her care and preventing her escape.

Historical

Unbeknown to Ellen, in 1906, her sister's mind was forcibly exchanged with that of an entity from a dark region of the Dreamlands. The effect caused Beatrice to appear insane as the entity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WHATELEY ST.
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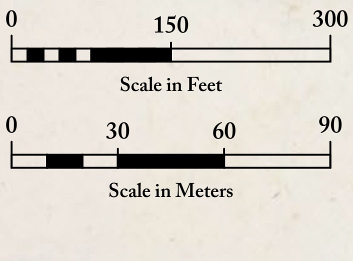
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Scale in Meters

Points of Interest

301. Pickering House, The
302. Checkley Manor
303. Crawford Residence
304. First Unitarian Church of Arkham
305. Thorne Residence
306. Northside Transformer Station
307. Martin Public School
308. Temple Baptist Church
309. Anderson's Chemical Supply
310. Arkham Worsted Mills
311. Ice House

was unfamiliar with the human form and unable to communicate. Of course, Ellen just believed that her sister had become quite mad and was unwilling to send Beatrice to an institution as Ellen feared to publicly reveal what she considered to be a shameful illness. Thus, Ellen declared that Beatrice had died in Europe—her coffin in the Allen mausoleum at **Christchurch Cemetery** (921) is empty.

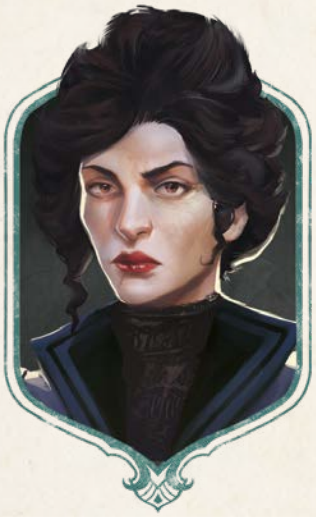
Beatrice escaped just once, in 1919, and Ellen believes her sister was responsible for a horrible mutilation murder that took place during that six-day period of her freedom. The victim was an MU student, and the crime remains unsolved. Two days after the murder, Beatrice turned up at the back door in the middle of the night. Ellen subsequently further secured the attic's door and has kept her sister securely locked away ever since.

Strangeness

Beatrice's mind lived on, trapped in the Dreamlands and housed in the body of the entity that exchanged her mind. Yet, all was not lost. Over time, Beatrice's learned how to operate her new form and she began to travel the Dreamlands, learning dark wisdom as she went. While her sanity ebbed away, she gained the knowledge of certain spells. By 1920, Beatrice had learned enough and, through trial and error, she was able to expel the entity and reclaim her real body, only to find herself imprisoned by her sister, who didn't believe a word coming from Beatrice's mouth.

Her pleas falling on deaf ears, Beatrice quickly grew to despise and hate Ellen. Left with no other choice than to remain a prisoner, Beatrice used her magical knowledge to exchange her sister's mind with that of her own, freeing herself and imprisoning Ellen's mind in Beatrice's now wretched body in an act of revenge. Their roles reversed, "Ellen" now takes great pleasure in ensuring her "mad' sister remains under lock and key, forced to live out her days in the dark and cold attic.

Incorporating Beatrice and Ellen into a campaign can be achieved in a number of ways. Perhaps "Ellen" is a witness to an event in town, leading the investigators to seek her out, and, during the visit to her home, they begin to notice or hear strange things that give rise to suspicions about "Ellen" Allen. Maybe "Beatrice" escapes and just happens to run into an investigator…



The Jailer: Beatrice Allen's Mind in Ellen Crawford's Body

STR	60	**APP**	65
CON	80	**POW**	100
SIZ	70	**EDU**	65
DEX	65	**SAN**	00
INT	85		

HP	15
DB	+1D4
Build	1
Move	6
MP	20

- **Description:** 44-year-old white female, tall, with long black hair. Favors dark blue dresses some 10–20 years out of fashion.
- **Traits:** scornful, driven by revenge and a hatred of her sister.

Skills

Credit Rating 46%, Cthulhu Mythos 28%, Dreaming 70%, Dream Lore 50%, Fast Talk 70%, First Aid 65%, Intimidate 70%, Listen 55%, Occult 35%, Persuade 55%, Psychology 45%, Spot Hidden 40%, Stealth 60%, Taunt Her Sister 90%, Throw 60%.

Languages

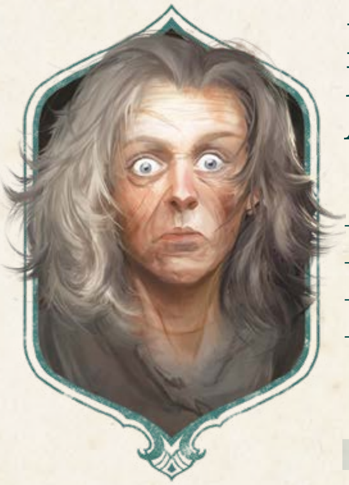
Aklo 55%.

Spells

Implant Fear, Mind Transfer (variant), Wrack.

COMBAT

	%	*DAMAGE*
Brawl	40% (20/8)	1D3+1D4 or knife 1D4+2+1D4
Dodge	35% (17/7)	



The Prisoner: Ellen Crawford's Mind in Beatrice Allen's Body

STR	50	**APP**	10
CON	70	**POW**	50
SIZ	70	**EDU**	65
DEX	60	**SAN**	05
INT	70		

HP	14
DB	0
Build	0
Move	5
MP	10

- **Description:** 55-year-old white female, tall, with pale and scarred skin, matted and tangled hair, wild eyes, and long, broken fingernails. Her ragged clothes are filthy. At times, she is chained to the attic wall by her wrists.
- **Traits:** cowering and afraid of her sister, her sanity all but gone.

Skills

Fast Talk 20%, First Aid 50%, Listen 80%, Persuade 20%, Psychology 30%, Spot Hidden 70%, Stealth 80%.

Sanity Loss

0/1D3 loss for encountering "Beatrice;" those who become aware of the true story of Ellen Crawford's fate may suffer a 1/1D4 loss.

COMBAT

	%	*DAMAGE*
Brawl	60% (30/12)	1D3
Dodge	40% (20/8)	

304 FIRST UNITARIAN CHURCH OF ARKHAM

656 Federal Street

The church and its records date back to 1778, although the present brick-built building was constructed in 1875. In addition to its pastoral care and guidance, the church holds a large library alongside its records. Among several rare volumes kept in the locked basement are copies of the *Book of Dzyan*, *Isis Unveiled*, *The Key of Solomon*, and *Malleus Maleficarum*. Additionally, the church is pleased to rent out the building on an evening for various local religious or cultural groups/societies.

Notable Folk

- Dr. Willet Spencer, 62, is the minister with a particular fascination for occult tomes.

305 THORNE HOUSE, THE

652 Federal Street

Mrs. Melissa Thorne lives and works from here. If asked, Mrs. Thorne would describe herself as a "lady of pleasure" and considers herself more a companion with whom grateful "friends" leave gifts. She is liable to grow angry and unhelpful if terms like "prostitute" are used in her company.

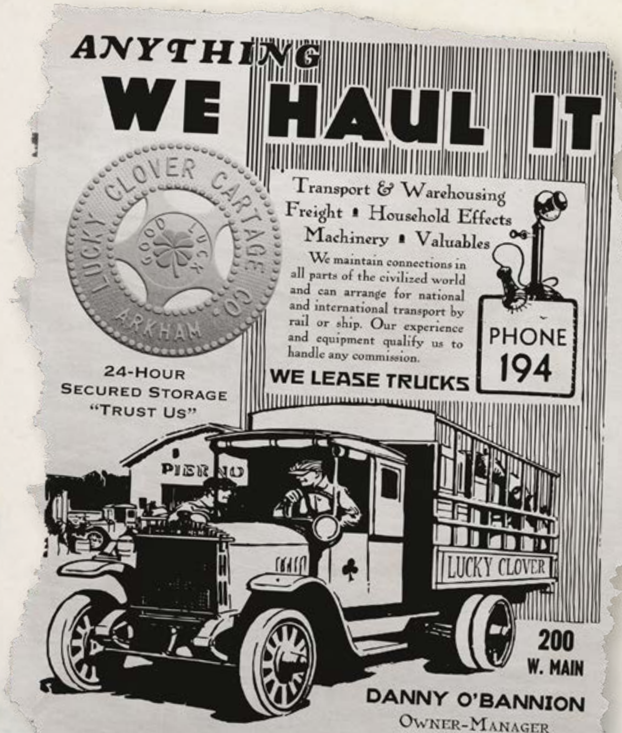
Her neighbors, a few of whom know the truth, find her quiet, reliable, and considerate, and make no trouble. She numbers a selectman and a police official among her friends. Mrs. Thorne knows many secrets and keeps a diary wherein Arkham's secrets are contained.

Historical

Her husband gambled away their savings and then died, leaving her with a house but little else. As a person used to pampering, she began to borrow and, little by little, the loans became gifts from friendly admirers. Mrs. Thorne sees little point in being tied down in marriage again, preferring the benefits and freedom offered by a solo life.

Look to the Future

In 1935, a gentleman friend names a new Arkham street after her, a great source of pride to her in later years.



ANYTHING
WE HAUL IT

Transport & Warehousing
Freight • Household Effects
Machinery • Valuables

We maintain connections in all parts of the civilized world and can arrange for national and international transport by rail or ship. Our experience and equipment qualify us to handle any commission.

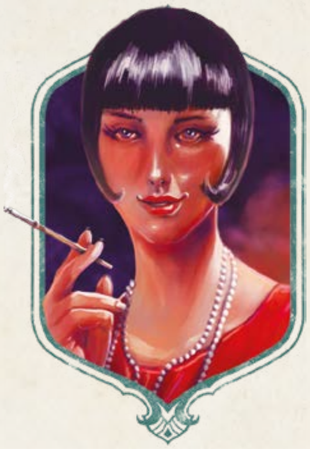
WE LEASE TRUCKS

PHONE
194

24-HOUR
SECURED STORAGE
"TRUST US"

200
W. MAIN

DANNY O'BANNION
OWNER-MANAGER



Melissa Thorne

Lady of Pleasure, age 33

STR	60	**APP**	80
CON	65	**POW**	75
SIZ	45	**EDU**	45
DEX	70	**SAN**	75
INT	80		

HP	11
DB	0
Build	0
Move	9
MP	15

- **Description:** debonair white female, slim, average height, with dark hair cut into a fashionable bob; sparkling eyes and a friendly smile.
- **Traits:** forthright, direct, and charming; nothing tends to faze her.

Skills

Appraise 35%, Art/Craft (Sing) 55%, Charm 80%, Credit Rating 43%, Fast Talk 45%, First Aid 45%, Keep Secrets 80%, Listen 60%, Navigate (Arkham) 55%, Persuade 35%, Psychology 65%, Sleight of Hand 40%, Spot Hidden 55%, Stealth 70%.

COMBAT

	%	*DAMAGE*
Brawl	50% (25/10)	1D3 or knife 1D4+2
.22 short auto	40% (20/8)	1D6
Dodge	50% (25/10)	

306 NORTHSIDE TRANSFORMER STATION

606 Whateley Street

This station controls the electrical power to the portion of town north of the river. Unmanned, it's dangerous and enclosed by a 10 foot (3 m) high fence.

Switch Off?

A successful Electrical Repair roll safely shuts off the power and darkens the town on the northern side of the river. Otherwise, trashing the equipment calls for a Luck roll, which, if failed, results in a discharge of 8D6 electrical damage to the person concerned—the same result occurs with a fumbled or failed pushed Electrical Repair roll.

307 MARTIN PUBLIC SCHOOL

511 Noyes Street

Elementary education of grades 1–8 (ages 6 to 14) takes place here from the first Monday in September till the last Friday of May. The school day lasts six hours, five days a week. Currently, the school provides education for approximately 280+ children.

Notable Folk

- Ansel Walker, 54, is the principal. A stern and domineering type who expects everyone to obey the rules, whether student, teacher, or citizen.

- Megan Blitzer, 32, is the enthusiastic head of the science department. She loves creating spectacular explosions to wow the pupils and has expertise in chemistry. Key skills: Sciences (Astronomy) 55%, (Chemistry) 80%, (Biology) 50%, (Meteorology) 55%, (Pharmacy) 70%.

308 TEMPLE BAPTIST CHURCH

571 Halsey Street

The church stands within and caters for the Black community of East-Town. Built in 1880, the church has served not only the community's spiritual needs but also is a center of political and social life. The building contains a handful of rooms available to use for social events and meetings. Come Sunday morning, 9:30 am, congregants pack the building to hear the sermon and listen to the church's choir.

Notable Folk

- Cedric Scott, 47, is the minister and a leader in the African-American community with strong religious, moral, and political views, which he expounds upon in his Sunday sermons.
- Alice Jackson, 30, leads the choir.

309 ANDERSON'S CHEMICAL SUPPLY

650 E Armitage Street

Anderson's Chemical stocks a wide variety of liquid and powdered chemicals for industry, including acids, fertilizers, dyes, and so on. While the bulk of sales are to industry and academic institutions, private citizens can make purchases too. The firm employs scientists, drivers, salespeople, and mechanics. Open 8:00 am to 5:00 pm, Monday to Friday.

Fire is a constant danger as the chemicals stored here (some in very large amounts) are liable to cause explosions that could threaten both the town and the Miskatonic River—the noxious and corrosive fumes would also be a risk to public health.

Notable Folk

- James Dellings, 48, is the manager, supervising the works and sales.
- Christopher Bone, 53, is the jovial head scientist.

Historical Strangeness

The company keeps meticulous records dating back several decades. Such documents include bills of sale and record the buyers' names, and are, of course, private. Sales to notable people, such as Herbert West, lay buried within the paperwork—someone looking to replicate West's work, might seek to identify the chemicals he purchased. In addition, unusual sales to certain Arkham residents—such as William Danvers Johnson (see **Arkham Coven**, page 51), who has purchased caustic soda and carbolic acid to dispose of several bodies—might provide clues to their secret "hobbies."

310 ARKHAM WORSTED MILLS

750 E Armitage Street

Arkham's last operating steam-powered textile mill. It specializes in "worsted" yarn (a strong, fine, and smooth wool) used in weaving. The mill formerly employed many workers, but mismanagement and a reluctance to adopt newer working practices and machinery have led to a steady decline in trade and profit. While still operating, the business' days are numbered. The workers now are mostly comprised of poorly paid immigrants and members of the African-American community.

Given the old machinery and a lackadaisical, near non-existent, approach to health and safety, minor accidents are commonplace, with workers suffering burns and cuts. Occasionally, a more serious accident occurs, maiming or killing a worker. Management makes a small payoff to the grieving family and life continues, but nothing changes to prevent further incidents happening.

Look to the Future

A major accident happens in 1924 when a steam-driven engine explodes, resulting in the deaths of two workers, and injuring many others. By the time the town authorities finally look at the mill, the owners have already closed it. The reason for the explosion remains a mystery.

Notable Folk

- Mackenzie James, 57, is the mill's foreman, in charge of the textile workers.
- Gordon Paterson, 52, is the chief engineer whose care and maintenance of the stream engines is little more than cursory.
- Joe Ambrose, 43, is a maintenance worker and secretly a member of the **Arkham Coven** (page 51).

311 ICE HOUSE

600 E Water Street

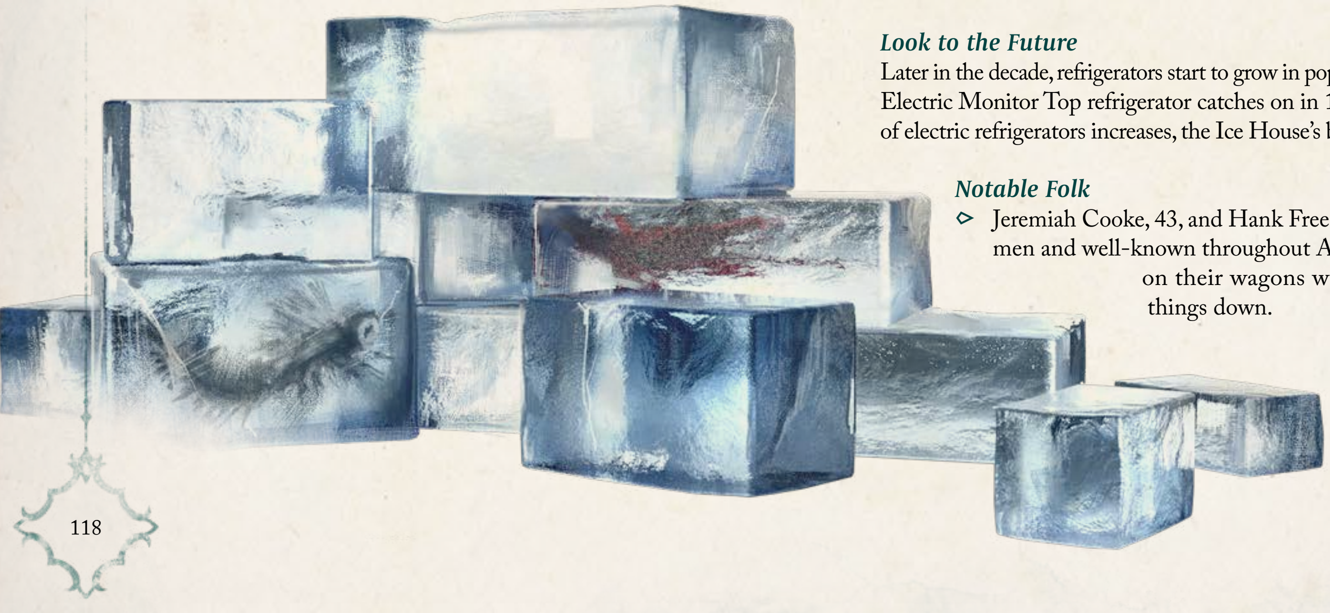
Supplies blocks of ice to Arkham's homes and businesses. Many in Arkham have an ice box at home—zinc or lead lined—to preserve food. The Ice House delivery men bring fresh ice to ensure everyone's ice boxes remain cold, using two horse-drawn wagons to haul the ice through the streets. The ice comes from frozen freshwater lakes and ponds, carried on the railroad to the Ice House for storage where workers pack it with insulating sawdust and straw.

Look to the Future

Later in the decade, refrigerators start to grow in popularity. The General Electric Monitor Top refrigerator catches on in 1927. As ownership of electric refrigerators increases, the Ice House's business slowly dies.

Notable Folk

- Jeremiah Cooke, 43, and Hank Freeman, 36, are the ice men and well-known throughout Arkham for arriving on their wagons with the ice to cool things down.



Neighborhood 4: Merchant District

400–499

This narrow two-block stretch lies on low, level ground near the river. Around 75 percent of Arkham's retail stores are located on Church and Main Streets. The area is bounded by Boundary Street to the west, South Peabody Street to the east, the river to the north, and Church Street to the south. In other places, people would ordinarily call such an area "downtown," but, in Arkham, they instead say *"Goin' to Merchant"* since Downtown is a neighborhood north of the river.

The heart of the district is the long block bordered by Main, Garrison, Church, and West Streets, where stand two- to four-story early 19th century brick row buildings. W Church Street, from Boundary to Garrison, is cobblestoned (originally laid down in 1773). Alleys, barely wide enough for skilled truck drivers to get in and out of, provide access to the service courts in the rear of the shops and buildings. These dingy and usually poorly lit pathways and courts are more often than not cluttered with crates, packing materials, and machines that don't work but are too good to haul away.

The two shopping blocks east of Garrison and south of Main are composed of shops housed in buildings older and less impressive than those along Church Street. Many are tightly crowded converted residences. The tall Georgian steeple of Christchurch Episcopal dominates the western end's skyline, while the old West Church can be found toward the eastern end of the neighborhood.

Several rows of early 18th century Georgian-style warehouses line River Street. These latter mostly stand unused, though at least one serves surreptitiously as a bootlegger depot. The blocks of old warehouses east of Garrison are mostly made of wood, a few of these were (long ago) converted to tenements—some destitute or poor folk still reside in these—but mostly the warehouse buildings are decaying and all but abandoned. The warehouses west of Garrison tend to be newer (early 19th century) and are brick built. While some of these are currently empty, local businesses use the rest for storage. The Lucky Clover Cartage Co. leases one of these units. Older residences and buildings line the neighborhood's western edge, near Boundary Street, and beyond those is Hangman's Hill and the Old Wooded Graveyard.

401 UNVISITED ISLAND, THE

Visible from (and to the west of) the West Street bridge, almost no one ever visits this small, uninhabited island. It is low and swampy, and covered with thick undergrowth. On its eastern tip, visible from the bridge, are a series of gray standing stones, covered with green moss. A stone altar slab, also covered in moss, rests in the center of the stones. Some say the stones stood since before the first white settlers arrived on America's shore.

Every so often a group of students or otherwise bored youths attempt to swim or use a boat to get to the island, but its main interest is to historians and those interested in the occult who occasionally make a visit to ponder the use and relevance of the stones and the altar.

Historical

There are charges pending against a group of MU students accused of "reckless endangerment and animal cruelty," who engaged in unlawful behavior on the island in what is believed to have been some bizarre fraternity stunt that got way out of hand. The ritualistic and awful incident has been described in the local papers as "un-Christian," and the whole town expects all those charged to be severely punished and thrown out of the university. The police have stated that dogs and cats were obtained by the students from the local pet shop (**Cunningham's Pet Shop**, 418-A). Police are withholding the names of the accused and further details concerning the incident.

Strangeness

For many years, the people of Arkham have gossiped about the island, with superstitious types remarking that it is a "dark" place and the abode of ghosts. A few have even claimed to have seen the witch, Keziah Mason, and her familiar, Brown Jenkin, roaming the island (see **Dombrowski's Boarding House**, 723).

It is possible that the stones and the legends concerning this island have drawn the attention of the **Arkham Coven** (page 51), which may sometimes gather here when not meeting in the dark vale beyond **Meadow Hill** (OS105).

402 OLD WOODED GRAVEYARD

Boundary Street

These burial grounds have not been used for generations (the most recent tombstone is dated 1818). A number of the tombs bear 17th century inscriptions, although many are now unreadable due to the growth of lichen and their general state of disrepair. The oldest legible headstone is that of Abigail Armitage, dated 1694.

A dilapidated iron fence some 3.5 feet (1 m) high surrounds the area. Other than **Hangman's Hill** (403), the area is dominated by an ancient willow tree; its twisting and huge trunk has nearly engulfed a now illegible tombstone. At night, as there are no streetlamps in or around the site, darkness fills the area, with moonlight the only source of illumination.

Strangeness

Randolph Carter, an antiquarian and weird fiction writer, placed the bones—described as possessing "four-inch horns"—that he found in the attic of the unoccupied **Old Crossham House** (404) in an unmarked, slate-slab-covered 17th century tomb here (see Lovecraft's story "The Unnamable," 1925).

One cannot ignore the sensation of being watched when in the graveyard at night. Nor can a person easily attribute the occasional crunching and meeping sounds that, at times, appear to rise from the old soil. If any place in Arkham is infested by ghouls, it is certainly the Old Wooded Graveyard. One may (rightly) assume that below the surface is a veritable warren of tunnels leading to who knows where.

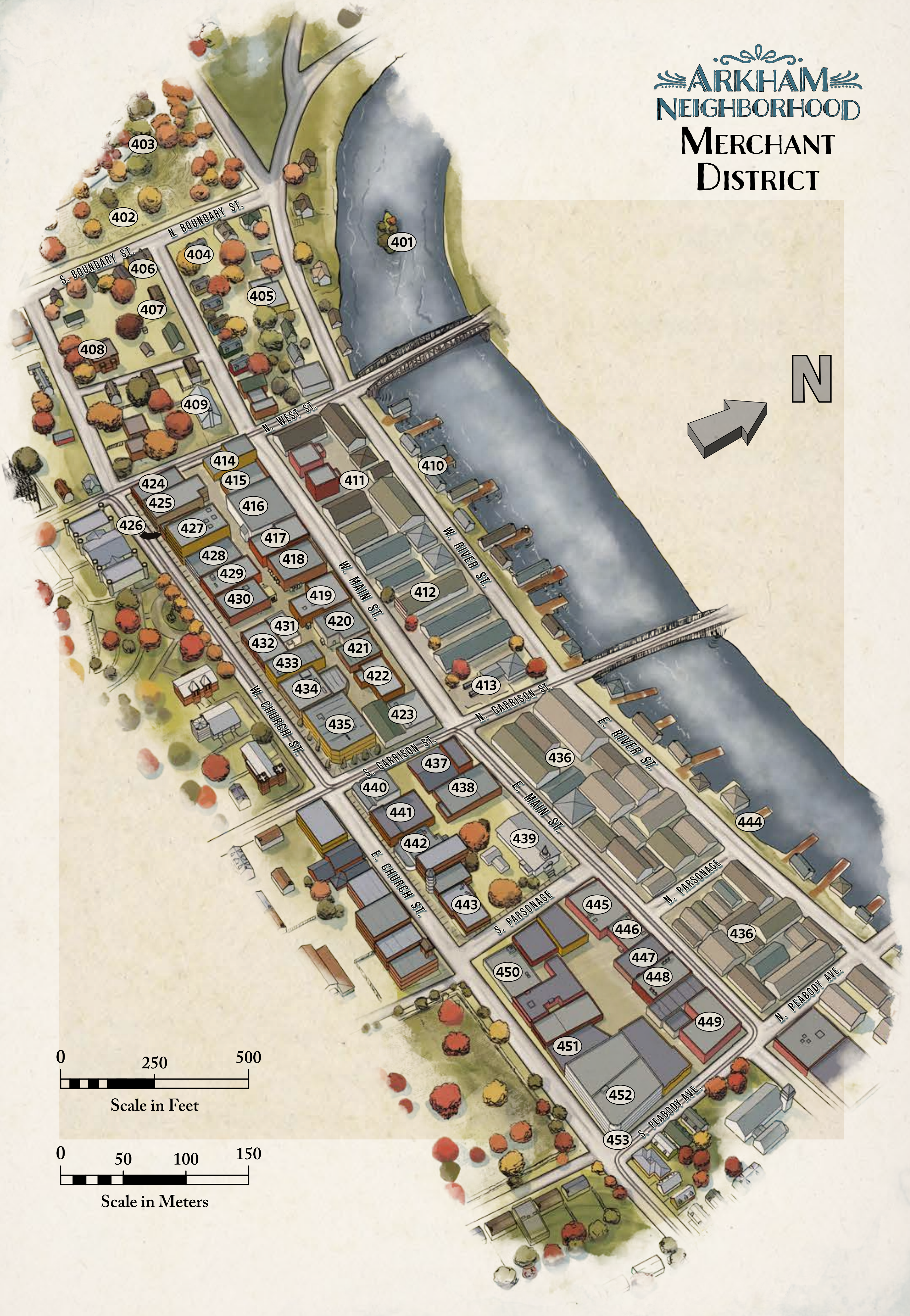
403 HANGMAN'S HILL

Old Wooded Graveyard

The highest point of the **Old Wooded Graveyard** (402), it was upon this hill that the suspected witch, Goody Fowler, was hanged by Arkham citizens in 1704. Legend maintains that spending the night alone on the hill on May Eve or Hallowmas guarantees a visit by Goody's ghost.

Some folk claim to have attempted the vigil and to have seen nothing. Others swear they have seen Goody's ghost. A few have even claimed to have talked with her spirit. Some have fled in terror and refused to speak of what happened.

ARKHAM NEIGHBORHOOD
MERCHANT DISTRICT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MERCHANT DISTRICT

POINTS OF INTEREST

401. Unvisited Island
402. Old Wooded Graveyard
403. Hangman's Hill
404. Old Crossham House
405. Arkham Dairy
406. Elijah the Stonecutter
407. Public Schools Building
408. Hubbard Grade School
409. West Church
410. Docks, The
411. Commercial Warehouses
412. Lucky Clover Cartage Co.
413. Frank's Service Station
414. Gallery of Art
415-A. Ace Alarms & Lock-Safes
415-B. E. Parrington Gunsmith
416. Anderson's Furniture & Carpets
417. Ivan Toledo School of Dance
418-A. Cunningham's Pet Shop
418-B. Manelli's Music Store
419. Curios & Antiques
420. Optometrist
421-A. Malloy's Timepieces
421-B. The Radio Center
422-A. Tobacconist
422-B. Walters' Optics & Fancy Toys
423. Masse Groceries
424. E. Waite Goldsmith
425-A. Hattie's Boutique
425-B. Caselius's Fine Jewelers
426. Pike's Haberdashery
427. Gleason's Department Store
428. Gilman's Office Supplies
429. Miss Jenny's Beauty Parlor
430. University Shoe Store
431. Unconsidered Trifles
432-A. Jaywil's Book Store
432-B. University Shop
433. Marsh's Confectionery
434. Sears-Roebuck Catalog Store
435. Woolworth Co. 5 & 10 Cent Store
436. Old Warehouses
437-A. Newsstand
437-B. Bell Cafe
438. Markwil's Theatrical Supply
439. Christchurch Episcopal
440. Church Street Cafeteria
441. Bryant's Apothecary
442. Taranowski's Bakery
443. Arkham Gift Shop
444. Easterly Warehouses & Wharves
445. Caleb Markham, Locksmith
446. Harden's Used Books
447. B. F. Jones Hardware
448. Benson's Market
449. Bargain House Clothiers
450. Stewart's Caravan
451. F&M Trains & Toys
452. Chelsea House Apartments
453. Morgan's Lunch Cart

Strangeness

A handful of people have disappeared here without trace, with nothing other than some odd hoof-shaped tracks found the next morning. Elijah Potts (**Elijah the Stonecutter**, 406) is the only living witness to such events and could, possibly, be persuaded to recount his tale.

Those attempting this vigil and/or employing occult means (divination, Ouija, séance, etc.) to contact Goody Fowler's ghost are, at the Keeper's discretion, liable to find success and meet the spirit of the long-dead witch, although most will rue the day they did. Certainly, a sudden cold breeze, strange sounds, and gathering of worms and insects emerging from the soil are likely. Perhaps corpse lights are seen or orbs of strange light dancing about the hill. All such things may suggest this site has hidden secrets.

Historical

While the historical record is somewhat fragmentary, what is known is that Goody Fowler settled in Arkham after living in Salem, suggesting she may have attempted to flee prior to or during the Salem Witch Trials of 1692–1693. In Arkham, she took up residence in a cottage situated in the low-lying hills southwest of the settlement. From here, she conducted her business as a "cunning" or "wise" woman, providing remedies to the sick and infirm, as well as tending to farmers' livestock. Gossip about Fowler and her alleged links to the Salem witches began to spread among the Arkham folk, some of whom muttered that she had the "evil eye" and consorted with the Devil. Farmers grew to blame her for the death of their animals and poor crop yields, while others claimed Fowler had caused the deaths of loved ones with her spells and potions.

At first fear, then anger bred within Arkham, resulting in a mob accosting Fowler in 1704 and dragging her to Hangman's Hill for execution. Rumor has it that Fowler, just before her death, vowed a curse upon the people of Arkham. Over the years, Arkham's parents have often frightened their children with the menace of Goody Fowler's ghost, such that she continues to be a source of fear to this day, which may account for the unwillingness of Arkham's residents to spend any time near Hangman's Hill.

Appearance

Superstition suggests that Fowler's ghost only appears on May Eve and Hallowmas (All Saints' Day, November 1), although various tales suggest otherwise. Of all the tales, the one thing in common is where she appears: Hangman's Hill in the Old Wooded Graveyard.

Description

Fowler usually manifests condensing from a white fog on the summit of Hangman's Hill. As the fog coalesces, Fowler's form takes shape, revealing an evil, wrinkled face and a body veiled by a burial shroud. In most cases, Fowler deigns to appear to just one person—others see nothing at all or, at most, a strange hazy effect.

To the person to whom she manifests, Fowler may speak and tell secrets and give an account of her death, although nearly every word she utters is a lie designed to draw the person to her. If approached, she probably attacks. The Keeper may choose to have the investigator concerned make a Luck or POW roll to see if they are lucky enough to escape her wrath this time.

Traits

Vicious and compelled by hate for the people of Arkham. Blends truth with lies to deceive and lure folk to her.

To attack, she extends one hand around the victim's throat to hold them, and skewers the victim's heart with ectoplasmic extensions from the fingers of her other hand, holding herself so that the resulting spray of blood passes through the upper portion of her shape.

Incorporeal

Fowler's wraith is incorporeal but she may temporarily physically manifest to attack. When incorporeal, she is immune to mundane weapons and attacks, but enchanted weapons can inflict damage when she is physically manifest.

Materialization

Fowler may spend 5 magic points to physically manifest, allowing her to tangibly attack a person. She retains physical form for as long as she desires, up to a maximum of five minutes, but could conceivably spend another magic point to retain material form, although is unlikely to do so. The transformation from spirit to material takes one round, and vice versa.

During each round in which she suffers material damage, there is a 50% chance that Fowler dematerializes and departs. Otherwise, she recoils from a successful attack for one round before renewing her attack (thus, takes one round to recover her composure before attacking again).

Fowler may pursue a target that fights back or retreats, but she cannot leave or go past the iron fence surrounding the Old Wooded Graveyard, at which point she dematerializes and departs.

Unexpected Commotions

Investigators causing a commotion on Hangman's Hill, such as fighting with Fowler's ghost or conducting some sort of ritual, will be watched by at least one of the ghouls resident in the graveyard. Whether the local ghouls make themselves known or if they go about attacking the investigators is at the Keeper's discretion. One would assume they would watch a fight with Fowler's ghost with interest and perhaps give a wide berth to a group of investigators able to well acquit themselves; otherwise, injured investigators may be too much of a temptation, with the ghouls flocking to attack and bear away those dying—dying captives and the dead are likely to be held underground for a time to ensure their meat is "well matured" for ghoul sensibilities.

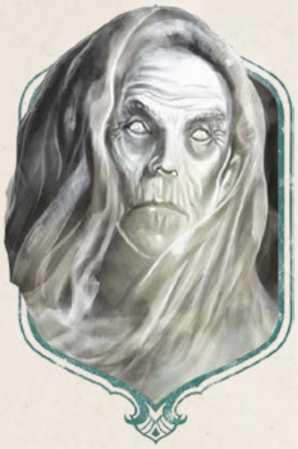
Spirit form: Fowler's ghost possesses POW and INT only, and thus cannot physically attack, although can, at the cost of 10 magic points, engage in **Spirit Combat** (see box, nearby), causing 3D10 POW loss to her victim. Each spirit attack thereafter costs her 1 magic point (thus, 1 MP per turn after the first round). When Fowler's magic points reach zero, she fades away and cannot return for 1D6 months. Should her POW be reduced to zero, she ceases to exist. Note that it is unusual for Fowler to initiate spirit combat as the ghost prefers the visceral terror caused by physically attacking a target. A victim may regenerate lost POW at the rate of 1D10 points per day at the discretion of the Keeper.

Physical form: (5 magic points to manifest) Fowler attempts to bite and drain the blood of her victim but may strike or strangle to first best a feisty target. If bitten, the target suffers 2D10 CON loss**, but should attempt a POW roll to see whether they are able to break free at the end of the attack or if they are held and entranced (unable to break free). If entranced, the victim can do nothing except be drained of life, but may attempt a new POW roll with a penalty die to break free each round thereafter, following Fowler's consumption of their POW. Once a victim has lost 50 percent of their POW, any further POW rolls suffer two penalty dice. Once a victim is dead, Fowler tosses the bloody corpse to the ground for the ghouls to drag away.

If being strangled, the victim suffers 1D6+1 damage per round, but may attempt to break free with an opposed STR roll each turn.

***CON loss is usually permanent, but a kind Keeper may elect to make this temporary (regenerating 1D10 points per week or sooner).*

Old Wooded Graveyard
ABIGAIL
ARMITAGE
1894



Goody Fowler's Ghost

Vengeful Shade

STR	(70*)	**APP**	—
CON	—	**POW**	85
SIZ	(65*)	**EDU**	—
DEX	(80*)	**SAN**	00
INT	70		

HP	—
DB	(+1D4*)
Build	(1*)
Move	(9*)
MP	17

**When physically manifesting.*

Armor

None; immune to mundane attacks; magically enchanted weapons deal normal damage; spells and rituals affecting/draining POW or INT may be effective against her.

Spells

While once possessing a formidable array of spells in her day, Fowler's ghost no longer retains the memory to cast spells.

Sanity Loss

1/1D6 loss for encountering Goody Fowler's ghost; 0/1D2 for encountering ghostly light and orbs.

COMBAT

Attacks per Round: 2

	%	DAMAGE
Fighting (slash or strangulation)	90% (45/18)	1D6+1+1D4
Bite (see above)	80% (40/16)	2D10 CON loss
Dodge	40% (20/8)	

SPIRIT COMBAT

Spirit combat is an opposed POW roll, with the ghost initiating the attack. If an investigator fails to win the opposed POW roll, they suffer the loss of 2D10 to 3D10 POW (powerful ghosts inflict greater damage)—in some cases, this naturally regenerates at 1D10 points per day after 24 hours, although some ghosts can inflict permanent POW loss (the Keeper should determine if loss is temporary or permanent). If an investigator wins the opposed POW roll, the ghost loses 2D10 POW.

Some investigators (such as heroes from *Pulp Cthulhu*) may be able to initiate spirit combat; if so, make the same opposed roll, with both investigator and spirit taking turns each round to initiate and then defend against an attack, just as in normal combat.

404 OLD CROSSHAM HOUSE (“THE UNNAMABLE HOUSE”)

188 N Boundary Street

Situated across from the **Old Wooded Graveyard** (402), this house has stood for 200 or more years, and been vacant since 1710. Time has not been kind, with the building's interior now dilapidated and rotting away, although its outer shell remains in surprisingly good shape. To most, it's simply known as the “Old Crossham House” or, to imaginative young children as the “Haunted House.”

Historical

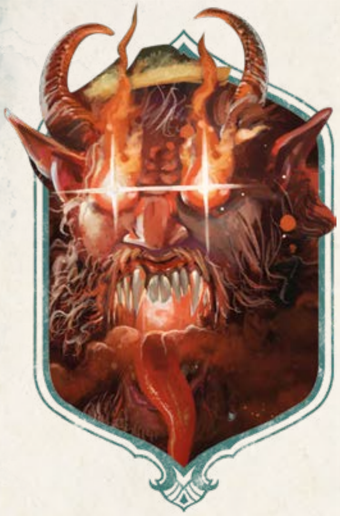
Lustig Crossham, the man who built and lived in the house, was buried in 1710 near the unmarked slate slab in the Old Wooded Graveyard. The house was left deserted, the attic door still locked. Despite strange noises and rustlings coming from the place, none dared enter. After a few months had passed, a terrible event became somehow associated with the house when the family living in a nearby parsonage were horribly murdered. The authorities never caught the culprit. Some locals began to spread the suspicion that the murders were the work of dark forces and came to connect the crime with the now abandoned Crossham House. Since that time, the house has attracted all manner of ill regard, with many claiming to have seen a “nameless” thing sulking within and alleged to make its home in the locked attic.

In 1793, a boy looking for evidence of the thing, entered the house alone and was said to have been driven inexplicably mad through the experience. The event served only to add further suspicion and unease, and all God-fearing folk gave it a wide berth. Common wisdom now says that something lived and died in the attic, the product of Lustig Crossham's diabolical sorcery, and which continues to lurk within through supernatural means. Some believe that the unnamed thing can be brought back to life by thinking or speaking of it while in the vicinity of the house.

This “unnamable” being is mentioned in Cotton Mather's demonic sixth book as *“the thing with the blemished eye, more than beast, but less than a man.”* The text goes on to say that this thing, before the death of its keeper, was said to prowl at night, peeking in windows, and claims that a post rider once saw it being pursued over Meadow Hill by an unknown man.

Strangeness

In 1922, Randolph Carter and Joel Manton (**Arkham East Public High School**, 510) accidentally unleash the nameless thing while discussing the monster as they sit close by in the Old Wooded Graveyard. Carter says he entered the house's attic and found some bones and a horned skull. Called to life, the creature attacks the pair, who later wake up, injured, in **St. Mary's Teaching Hospital** (626). Carter then inters the horned skull in a tomb in the old graveyard (see Lovecraft's story “The Unnamable,” 1925).



The Unnamable Monster

Noxious Abomination

STR	70	**APP**	—
CON	80	**POW**	70
SIZ	60	**EDU**	—
DEX	80	**SAN**	—
INT	65		

HP	14
DB	+1D4
Build	1
Move	9
MP	14

Appearance

An abomination that first appears as a noxious black cloud from which a horned head with burning eyes form, followed by a body with hooves and claws and, possibly, other appendages. At times, it appears or feels gelatinous and slimy. During an encounter, the surrounding air is ice-cold and withering.

Materializations

Speaking about or having thoughts concerning the monster while in or near to the Crossham House have a 30% chance to bring it to life (the chance is variable, depending on the Keeper's whim). Most times, it sulks around the attic and house for a while before disappearing, although prolonged dialogue or thought about the creature may extend its "life" (perhaps for an equal amount of time) and cause it to seek out those who are discussing or thinking about it.

Withering

The entity emanates cold, causing the air to chill and frost to appear on surfaces. While more of an area affect that anything significantly dangerous, the creature may spend magic points to create a cold attack on a one-for-one basis. Thus, if its normal attack is successful, expenditure of magic points can increase the severity of damage, e.g., 1 magic point delivers +1 damage, 2 magic points deal +2 damage, etc.

The monster can forego the additional damage and instead spend 6 magic points to grant a withering effect to a successful attack. In this case, the target is infused with cold, causing them to suffer a penalty die to all attacks or movement-based skills (inc. Dodge) for 1D4+1 rounds. The cold effect dissipates thereafter.

Armor

None; immune to mundane attacks; magically enchanted weapons deal normal damage; spells may be effective against the unnamable monster.

Spells

None.

Sanity Loss

1D4/1D6+2 loss for encountering the unnamable monster.

COMBAT

Strikes out with hooves, claws, horns, or other appendages it has formed. May direct attacks to one or two targets—the base number of attacks is two, although for a larger group of investigators the Keeper could elect to increase attacks to 4 and present a tougher challenge.

Attacks per Round: 2 (smash, bite, rip)

	%	*DAMAGE*
Fighting	70% (35/14)	1D4+1D4
Dodge	50% (25/10)	

405 ARKHAM DAIRY

559 W River Street

The dairy has been providing Arkham with fresh and safe dairy products for more than 50 years. Milk is transported by riverboat to Arkham, although farms local to the town deliver on wagons. Employees offload the milk and take it to the dairy to be pasteurized, where it is either bottled or placed in 5-gallon (19 liter) aluminum milk cans or processed for cheese and so on.

Horse-drawn wagons make daily milk deliveries to homes and stores. Glass-bottled milk is sealed with a waxed foil cap, and household orders are usually left in a cool box by the front door, with empty bottles collected at the same time. Each day, a dozen delivery drivers hit the streets at 4:30 am to ensure fresh milk is awaiting the good folk of Arkham.

Notable Folk

- Edgar Edmont, 47, manages and supervises the milk deliveries.

Strangeness

Arkham's milkmen and women have an encyclopedic knowledge of the neighborhoods and, given the early hours they work, they could be potential witnesses to any strange goings-on.

406 ELIJAH THE STONECUTTER

113 Boundary Street

Elijah Potts has carved headstones for Arkham's dead for 60 years. He lives and works in a decaying 17th century house, across from the **Old Wooded Graveyard** (402). When he was younger, he carved capitals for the columns of some of the university's ornate buildings.

The house is somewhat cramped and cluttered and a lot less tidy these days due to Pott's disinterest coupled with his age. Despite being at an age when most are slowing down, Potts continues to be busy, supplying headstones to order. He takes pride in his work, refusing to rush or cut corners, and so isn't necessarily the cheapest in town, but his work is the best quality and speaks for itself.

Potts spends nearly all his time in his workshop, at the side of the property, and this is where he meets with customers. All manner of stone is piled up inside and out, from brownstone to marble (standard and expensive Italian imported) to granite, as well as all manner of sketches and paintings of cherubs, angels, and other references for his work.

Generally friendly and welcoming, Potts has lots of tales to tell and knows much about the old families of Arkham (and their dead in particular). After all, he's lived across from the old graveyard for many years…

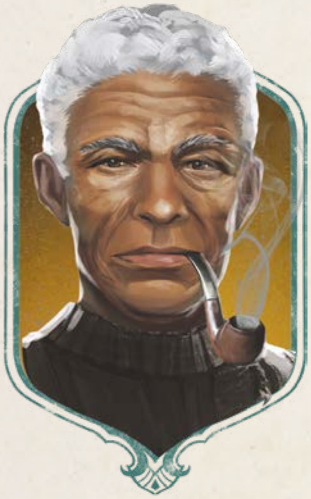
Strangeness

Potts is well aware of the ghouls that infest the Old Wooded Graveyard after nightfall, which he calls "lurkers." He doesn't bother them, and they don't bother him. He advises anyone wishing to "bother" the lurkers to rethink lest they are "bothered" in return. "Live and let live" tends to be his motto.

On a few rare occasions (on May Eve and Hallowmas), the old stonecutter has seen the ghost of Goody Fowler appear on **Hangman's Hill** (403). In 1901, he witnessed the murder of a man who intended to spend the night alone atop that hill. While he's never yet told the story, Potts might recount the following, assuming he trusts his listeners.

> *"Sitting atop the hill, the stranger from Boston waited to see the ghost. Unfortunately, he didn't notice the dark forms silently creeping between the headstones, circling the hill. 'Cause, when the ghost of Goody Fowler appeared, the stranger was taken affright! Quick like, he ran! But old Goody's ghost seized him tight and strangled him dead with her long-fingered hands. Plain as day, I saw her drinking his blood and then she tossed the poor soul's body to the ground. You know, for the lurkers to drag away below."*

Potts watched the whole horrible event from his window, afraid to move. He recalls that the police, later looking for the stranger from Boston, found traces of blood atop Hangman's Hill, and so questioned the old stonecutter; but, Potts claimed to have seen nothing. "*Better to let the dead rest,*" he'll say with a grimace.



Elijah Potts

Stonecutter, age 78

STR	55	APP	70
CON	70	POW	55
SIZ	70	EDU	35
DEX	60	SAN	39*
INT	70		

HP	14
DB	+1D4
Build	1
Move	3
MP	11

**Now immune to further Sanity loss from ghouls or Goody Fowler's Ghost.*

- **Description:** a grim-faced, African-American man whose chiseled looks belie his age, with white hair and clean-shaven face. He usually wears a thick sweater and overalls and smokes a pipe.
- **Traits:** cautious and reserved but may warm to those who gain his trust.

Skills

Appraise (Stone) 70%, Art/Craft (Stonemason) 90%, Credit Rating 47%, Cthulhu Mythos 7%, History (Arkham) 55%, Intimidate 50%, Listen 40%, Navigate (Arkham) 40%, Occult 30%, Persuade 45%, Psychology 40%, Spot Hidden 60%, Stealth 30%.

COMBAT

	%	*DAMAGE*
Brawl	45% (22/9)	1D3+1D4 or tool 1D6+1D4
Dodge	30% (15/6)	

407 PUBLIC SCHOOLS BUILDING

601 W Main Street

A small building, mostly given over to offices and workshops full of maintenance equipment. The work crew undertakes repairs and servicing of Arkham's school buildings, while those in the offices deal with work orders, prepare budgets, and mediate between principals, the school board, and the assessor's office.

Notable Folk

- Able Glenridge, 58, is the current superintendent of Arkham's schools, and oversees the work of the building.

Look to the Future

Joel Manton—a friend of Randolph Carter (see Lovecraft's story "The Unnamable," 1925)—becomes the superintendent of Arkham's schools in 1926 after distinguishing himself as the principal of the **Arkham East Public High School** (510).

408 HUBBARD GRADE SCHOOL

622 W Church Street

Elementary education of grades 1–8 (ages 6 to 14), from the first Monday in September till the last Friday of May. The school day lasts six hours, five days a week. Currently, the school provides education for approximately 180+ children.

Notable Folk

- Glyn Torrence, 52, is the school's principal. He cares more for the school's fixtures and fittings than he does its children.
- Anne Barber, 43, is one of the teachers and has a personal interest in history; she possesses a wealth of knowledge concerning New England, its early colonization, and its Indigenous peoples. Key skills: History (Arkham) 65%, History 75%, Library Use 75%.

409 WEST CHURCH, THE

561 W Main Street

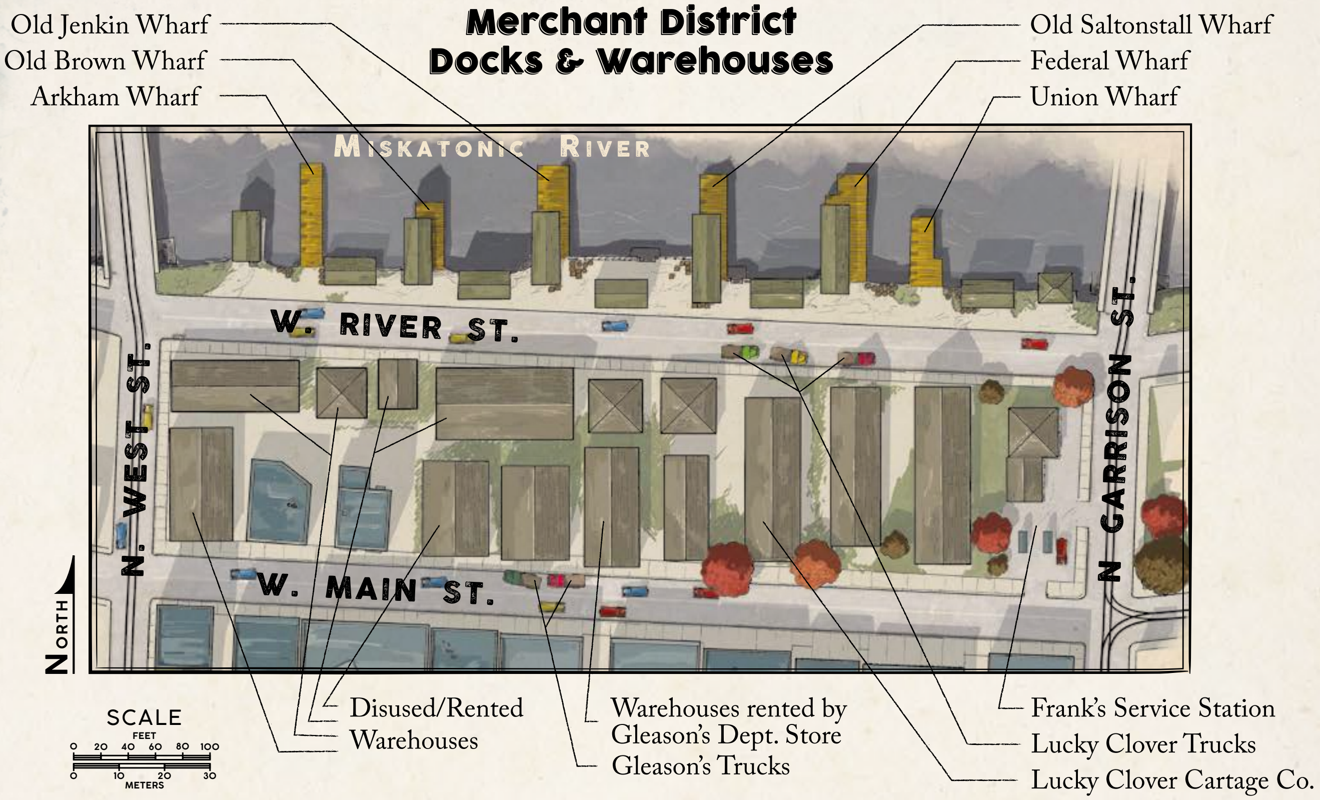
This old wooden church was built in 1801 but has stood empty and sealed for the last 20+ years. In 1878, the congregation voted to merge with the church at the intersection of E Main Street and S Peabody Avenue; this was in part due to the falling size of the congregation. However, another reason—now hushed up—was truly responsible for the wholesale movement.

Strangeness

In late 1877 and into 1878, moaning sounds were described by credible witnesses emanating from the coffin of Trisham Goddard. An early co-founder of the church, Goddard died in 1810, and they interred his body beneath the building in a small crypt. Despite his active church membership and status, ugly rumors—that began circulating after his death—accused Goddard of being a warlock.

When unusual and disquieting "stirring" sounds were detected from within Goddard's stone coffin some four generations later, the anxious members of the congregation hurriedly voted to move their worship elsewhere and so preserve themselves from the "hand of the Devil," which could darken their reputations. Thus, the matter was quickly resolved and buried, with the church building sealed off ever since.

Now not much more than a forgotten relic of Arkham, the West Church casts a dark and foreboding presence on W Main Street. Occasionally, someone calls the police to clear out a few homeless


Merchant District Docks & Warehouses
Old Jenkin Wharf
Old Brown Wharf
Arkham Wharf
Old Saltonstall Wharf
Federal Wharf
Union Wharf
Miskatonic River
W. River St.
N. West St.
N Garrison St.
W. Main St.
North
Scale
Feet
0 20 40 60 80 100
0 10 20 30
Meters
Disused/Rented Warehouses
Warehouses rented by Gleason's Dept. Store
Gleason's Trucks
Frank's Service Station
Lucky Clover Trucks
Lucky Clover Cartage Co.

or otherwise dubious types who break in to find respite from the cold and rain. Oft-times, though, when the police arrive, they find no one inside, and all that lingers within is a foul smell and an uneasy atmosphere.

410 THE DOCKS

The Merchant District's waterfront contains both working and abandoned docks, although there are more of the former than latter. Here is where boats load and unload their cargo ready to be transported to warehouses and places of business around Arkham.

Lucky Clover Cartage Co. (412) owns the Old Saltonstall Wharf across from their warehouse (411). Of the wharves in this stretch, Arkham Wharf, Old Jenkin Wharf, and Union Wharf are still worked, while the Old Brown Wharf and Federal Wharf are more or less abandoned and are half-falling into the river, while the rest are simply decaying away. The street between the docks and the warehouses is crowded and unlit at night and, stuffed with junk and litter, it resembles more a forbidding alley than a street. Hoboes are known to make temporary homes here as they travel through Arkham looking for work.

Within the abandoned dock structures, the old floors are treacherous, and a person's foot is liable to go, perhaps even plunging the unwary into the water below. With the dark of the moon, criminals make use of this waterfront to transport their ill-gotten gains, or else rid themselves of those folks who have crossed them. Unweighted bodies drift down river to wash up elsewhere.

For the most part, by day, these docks are alive with commerce; although their heyday is long past, thanks to the railroad. The stevedores still ply their trade—theirs is a close community of brotherhood and alliances.

411 WAREHOUSES, COMMERCIAL

North of W Main Street, from West to Garrison

Opposite the wharves on the riverside and on the north side of West Main Street, from South West Street to South Garrison Street, is the heart of commercial warehousing operations. Constructed in the early 19th century, most of these great brick Georgian-styled warehouses have stood for a century. On the river-facing side of most, watermarks (five feet above ground) can be seen on the sides of these buildings—a painted reminder of the 1888 flood.

Most of the warehouses store goods and materials for Arkham businesses (such as **Gleason's Department Store**, 427) or else for public works, although a small handful can be hired for temporary storage by anyone with the necessary funds. **Lucky Clover Cartage Co.** (412) recently leased a larger, second unit two blocks east (436) as their first warehouse has proved insufficient for its bootleg liquor operation. Having two warehouses near, yet spaced out, in the district affords some flexibility in balancing both a legitimate "cover" business and a criminal one.

412 LUCKY CLOVER CARTAGE CO.

200 W Main Street

Lucky Clover is pleased to truck your freight wherever you need it or lease you a truck for $5 a day so you can do it yourself. The company owns another warehouse nearby (a larger and older warehouse in the block between Parsonage and Peabody, 436). Lucky Clover can additionally handle specific transportation requirements, such as organizing and managing the importation of items from Europe, be they full consignments or individual works of art for collectors. The company boasts strong links with merchant ships and the US railroads.

The front of the building (W Main Street) contains offices, with the rear being the warehousing space; the warehouse doors open onto W River Street, providing easy access to the riverside docks and road. A small maintenance workshop sits next door, with room to park various trucks.

A Smart Operation

While Lucky Clover provides legitimate business services, it is also a front for the bootlegging operations in Arkham, and run by Danny O'Bannion, who grabbed the business from Joe Potrello (**The Italian Club**, 912). Bootlegged liquor is loaded from boats at the river docks (410) and stored here before being transported to quench Arkham's thirst.

Since his takeover, O'Bannion's sales have boomed. Originally, Joe Potrello had trucked in booze from Boston, but this has proved to be insufficient and so a new approach was called for, with whiskey, gin, and other liquor loaded onto small motor launches from a ship anchored off Kingsport, beyond the 12-mile (19 km) limit. In the dead of night, the motorboats return to the Miskatonic estuary north of Kingsport and, in the dark, running lights off, make their way upriver to Arkham.

Once outside town, the boats kill their motors and wait at anchor for the next scheduled freight train to pass through Arkham. When a train approaches Arkham, the boats head upriver, the passing freight muffling their noise. If timed right, the boats reach the wharves while the noisy freight rumbles through. The craft tie up, and a waiting crew quickly unloads it, stashing the booze into the Lucky Clover Cartage Co. warehouses.

From here, the operation disperses the booze to volume retailers, such as **The Speakeasy** (113), **Sycamores** (920), and the **Arkham General Store** (504), which, in turn, may supply smaller dealers. Helped by payoffs to police officers, the routine works admirably, such that Arkham has become a key distribution point for nearby communities, including Aylesbury, Rowley, Ipswich, Newburyport, and Innsmouth.

O'Bannion's Crew

While O'Bannion's crew is majority Irish, he doesn't discriminate in terms of talent and employs from among the town's various immigrant populations, as well as Indigenous and African-American workers. Unlike some other gangster crews, O'Bannion sees positive community relations as a necessity for good business.

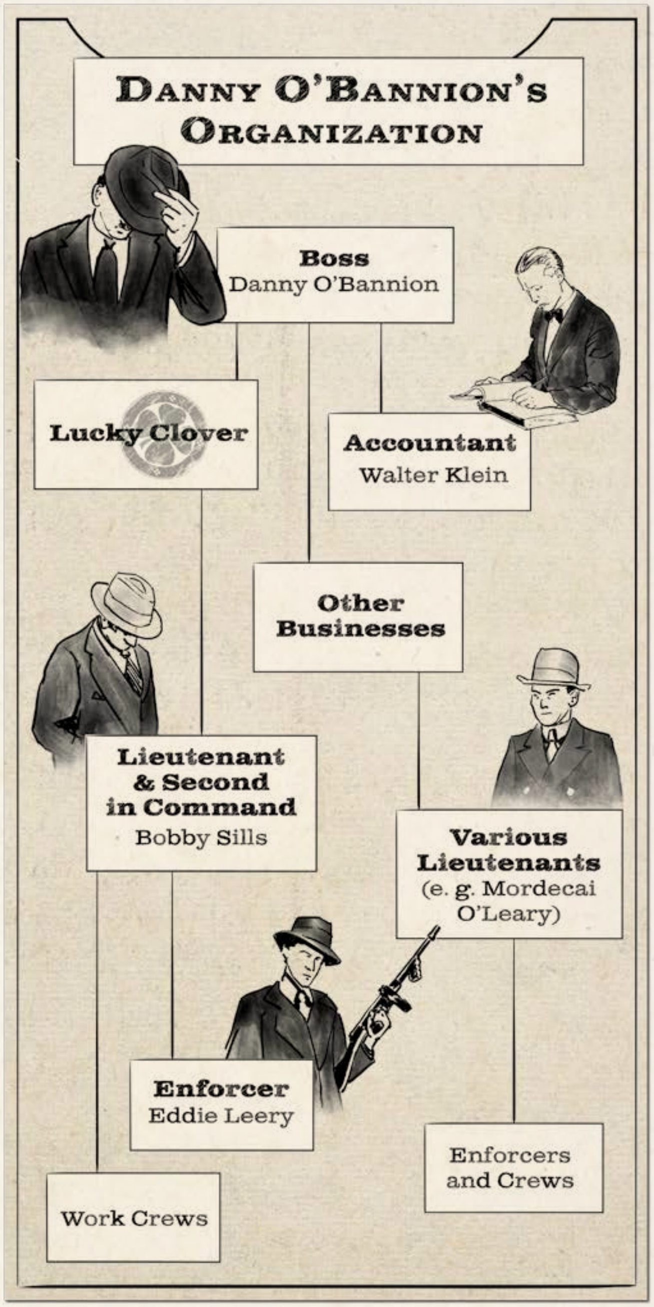
While bootlegging is the largest and most profitable element of O'Bannion's business, his empire stretches to loansharking, gambling, prostitution, protection rackets, good old-fashioned robbery (if the rewards warrant it), and so on. While O'Bannion oversees everything (i.e., he expects money to flow to him), he has a cadre of lieutenants who look after the day-to-day operations, each carving their own niche and dreaming dreams of one day being the "big boss."

Look to the Future

O'Bannion wants to put Joe Potrello (**The Italian Club**, 912) out of the picture permanently, but is biding his time for the right conditions and moment. Arkham is too small a town for an outright hit, but O'Bannion feels sure that, if he is patient enough, his chance will come.

Notable Folk

- Danny O'Bannion, 33, is (publicly) the owner-manager of Lucky Clover Cartage, but he is also the overall boss of Arkham's organized crime. He originates from Boston, where he maintains good relations with those who fronted him the money to set up in Arkham.

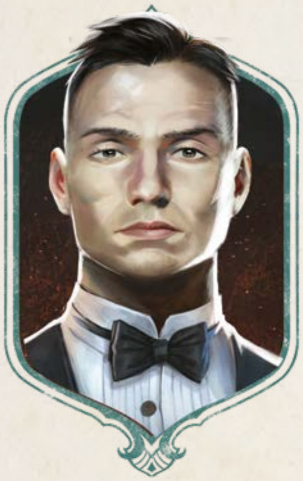


LUCKY CLOVER
EST. 1920
CARTAGE CO.
ARKHAM, MASS.

- Bobby Sills, 29, is O'Bannion's second-in-command and looks after the liquor trade.
- Eddie Leery, 44, is a Lucky Clover Cartage officer and Sills' enforcer.
- Walter Klein, 46, is O'Bannion's accountant.

Danny O'Bannion

Trucking Company Manager & Crime Lord, age 33



STR	75	**APP**	75
CON	75	**POW**	70
SIZ	80	**EDU**	60
DEX	65	**SAN**	66
INT	75		

HP	15
DB	+1D4
Build	1
Move	7
MP	14

- **Description:** a 6 foot (1.8 m) tall white male, third-generation Irish, heavily built, and usually seen wearing tailored pin-stripe suits. When out and about, he's chauffer driven in a black Packard.
- **Traits:** likes to tell jokes and can talk for hours; an educated fellow whose charming nature conceals a cold and brutal personality that delights in humiliating and destroying others. Most times, he keeps his hands clean, letting his minions do the dirty work.
- **Other:** lives in a suite at the top of the **Hotel Miskatonic** (634).

Skills

Accounting 20%, Appraise 30%, Charm 65%, Credit Rating 80%, Drive Auto 35%, Fast Talk 65%, Humiliate Other 80%, Intimidate 70%, Listen 35%, Navigate (Arkham) 30%, Psychology 50%, Spot Hidden 45%, Stealth 30%, Throw 60%.

COMBAT

	%	*DAMAGE*
Brawl	55% (27/11)	1D3+1D4 or blackjack 1D8+1D4
.38 auto	40% (20/8)	1D10
Dodge	65% (32/13)	

Pulp Cthulhu

Pulp Modification

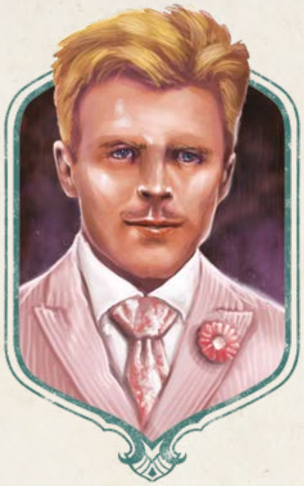
- **HP:** 13
- **Luck:** 70

Pulp Talents

- **Rapid Attack:** spend 10 Luck points to gain one extra attack in a single combat round.
- **Quick Draw:** does not need to have a readied firearm to gain +50 DEX when determining combat DEX order.

Bobby Sills

Second-in-Command, age 29



STR	70	**APP**	80
CON	70	**POW**	70
SIZ	65	**EDU**	45
DEX	75	**SAN**	64
INT	70		

HP	13
DB	+1D4
Build	1
Move	9
MP	14

- **Description:** lithe white male, muscular but thin, who likes flashy suits and ties. Drives an expensive Lincoln V-8 sedan.
- **Traits:** smooth and charming; secretly something of a coward, he takes charge only once his toughs have "softened up" the person he wants to question.
- **Other:** keeps track of legal and illegal shipments, handles everyday problems, and runs messages to O'Bannion's other lieutenants.

Skills

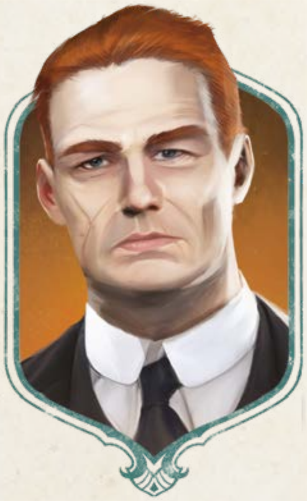
Accounting 25%, Charm 70%, Credit Rating 40%, Drive Auto 50%, Fast Talk 55%, Intimidate 30%, Listen 65%, Navigate (Arkham) 40%, Psychology 40%, Sleight of Hand 35%, Spot Hidden 40%, Stealth 60%.

COMBAT

	%	*DAMAGE*
Brawl	40% (20/8)	1D3+1D4 or knife 1D4+2+1D4
.38 snub-nose auto	50% (25/10)	1D10
Dodge	40% (20/8)	

Eddie Leery

Enforcer, age 44



STR	80	**APP**	50
CON	85	**POW**	50
SIZ	85	**EDU**	30
DEX	60	**SAN**	35
INT	55		

HP	17
DB	+1D6
Build	2
Move	6
MP	10

- **Description:** huge white male of Irish heritage, with red hair and a grim countenance. Wears a dark, oversize suit and tie.
- **Traits:** violent and mean with those he's directed to punish, yet quiet and almost docile with others.
- **Other:** oversees nighttime deliveries from beyond the 12-mile limit.

Skills

Credit Rating 23%, Drive Auto 40%, Fast Talk 35%, Intimidate 80%, Listen 40%, Navigate (Arkham) 45%, Psychology 25%, Spot Hidden 35%, Stealth 30%, Throw 70%.

COMBAT

	%	*DAMAGE*
Brawl	70% (35/14)	1D3+1D6 or blackjack 1D8+1D6
.38 snub-nose auto	50% (25/10)	1D10
Dodge	40% (20/8)	

Pulp Cthulhu

Pulp Modification

- **HP:** 34
- **Luck:** 50
- **Move:** 7

Pulp Talents

- **Heavy Hitter:** spend 10 Luck points to gain additional melee damage die.
- **Nimble:** does not lose next action when diving for cover.

Walter Klein

Accountant who Knows Too Much, age 46

- **Description:** small, white male who looks old before his time, with curly graying hair and bushy eyebrows. He wears a plain, dark suit and bowtie.
- **Traits:** nervous and fussy; he dreams of leaving Arkham behind for Los Angeles and its studios and starlets.
- **Other:** keeps the books for the liquor, loan, and other rackets run by O'Bannion, as well as for the legal commercial entity of Lucky Clover Cartage Co. He knows how much O'Bannion's crew steal from one another, what they skim off the top, and what bribes are paid. Thus, he is in the perfect position to skim money into his personal account—something he feels he is owed but still fears the repercussions should he ever be found out. He lives in rented rooms at **Clark's Residential Accommodations** (815).

STR	50	**APP**	55
CON	55	**POW**	55
SIZ	50	**EDU**	70
DEX	55	**SAN**	53
INT	80		

HP	10
DB	0
Build	0
Move	7
MP	11

Skills

Accounting 80%, Credit Rating 35(60*)%, Drive Auto 30%, Fast Talk 45%, Law 20%, Listen 60%, Navigate (Arkham) 25%, Psychology 35%, Spot Hidden 70%, Throw 20%.

**Accounts for money he has stolen from O'Bannion and squirrelled away.*

COMBAT

	%	*DAMAGE*
Brawl	25% (12/5)	1D3
.32 revolver	20% (10/4)	1D8
Dodge	30% (15/6)	

Five Tough Muggs

O'Bannion's Muscle

	#1	#2	#3	#4	#5
STR	70	65	80	65	60
CON	70	55	60	65	80
SIZ	60	65	70	65	60
DEX	55	60	50	55	45
INT	45	50	55	50	60
APP	35	30	45	50	45
POW	40	45	50	55	60
EDU	25	35	35	40	40
SAN	35	40	48	50	53
HP	13	12	13	13	14
DB	+1D4	+1D4	+1D4	+1D4	0
Build	1	1	1	1	0
MOV	8	8	8	8	8

Skills

Drive Auto 50%, Fast Talk 45%, Listen 35%, Navigate (Arkham) 30%, Psychology 20%, Sleight of Hand 35%, Spot Hidden 35%, Throw 40%.

COMBAT

QUALITY	%	*DAMAGE*
Brawl	65% (32/13)	+1D3+DB or knife 1D4+1+DB
.38 revolver	50% (25/10)	+1D10
Dodge	30% (15/6)	

413 FRANK'S SERVICE STATION

Northwest corner of W Main Street & N Garrison Street

While the gas here is often a little more expensive than at the **MassGas Station** (235) across the Miskatonic, the customers here find they receive a friendlier service, although the owner Frank can be downright rude at times if he takes a dislike to someone. The station here is dirtier, which Frank puts down to being busier than his competitor. Indeed, Frank Comely is a fine mechanic and really knows his way around automobiles. Open 7:00 am to 6:00 pm, Monday to Saturday.

Notable Folk

- Frank Comely, 47, is the expert mechanic who can get just about any vehicle starting again. Key skills: Act Surly and Rude 80%, Electrical Repair 80%, Mechanical Repair 85%.

414 GALLERY OF ART

451 W Main Street

Showcasing contemporary and older works of art for Arkham's discerning collectors, the gallery's large exhibition space is usually divided into sections devoted to particular artists or themes.

Customers are likely to find themselves being guided through the gallery by the owner, Andreas ver Hoven, who determines whether a) they have money, and b) they are the "right" sort of collector. If both criteria are not fulfilled, the owner excuses himself and then goes to look for better prospects. Opening times vary.

Ver Hoven displays whatever he thinks has merit (and what will sell), and he tends to favor European art (if he can get hold of it). As an appraiser of art and an art historian, he occasionally writes for the **Arkham Gazette** (110). In addition to selling and talking about art, ver Hoven restores paintings and, to some acclaim, once discovered a minor masterpiece hidden beneath an otherwise bland painting. Over the last few years, he has endeavored to bring Arkham's artsy elite kicking and screaming into the 20th century, housing showcases of new art movements. Some examples include:

- Post Impressionism
- The Advent of Art Deco
- New Forms: Abstraction
- German New Wave: Expressionism
- Daphne Rosen's art (**Robert Carter Memorial Hall/LL&A**, 614)
- Hagan Wilson's art (**Tenement,** 914)

Notable Folk

- Andreas ver Hoven, 35, is the owner. He comes from New York but was educated in France and is a student of contemporary European and American art. Key skills: Art/Craft (Painting Restoration) 65%, History (Art) 55%.

Strangeness

Ver Hoven owns a painting by Richard Upton Pickman, a Boston artist who comes to some notoriety in the latter half of the 1920s (see Lovecraft's "Pickman's Model"). While the painting is rudimentary, it shows promise and depicts a moonlit, hunched figured beside an open grave. The dark figure appears to be placing something into the grave—or is the figure reaching in to take something from it?

415-A ACE ALARMS & LOCK-SAFES

433 W Main Street

The first floor of this building offers the security of well-made locks and electrical alarm systems, which can be installed in businesses and homes for $50+. Customers may also purchase fireproof files and security safes (inclusive of installation). Such safes will survive conditions up to 2,000 degrees Fahrenheit (1,093 degrees Celsius) and can withstand most blows (assume a safe has 40 hit points and a door STR 400). Open 9:30 am to 5:30 pm, closed for one hour for lunch, Tuesday to Saturday.

In addition, Ace is the only locksmiths in town who will come at short notice or at night to repair or otherwise secure a building. Lastly, the firm can supply a trustworthy watchman to patrol a building or area. Rates vary, but expect to pay $1 per hour; and, if desired, off-duty police officers* are available for $2 per hour. If the rate is too high, a watchman can be employed to "shake the door": each evening, a watchman calls by a home or business and tests (shakes) the doors to ensure they are locked.

**While night watchmen may carry a club, an off-duty police officer will possess a handgun, thereby brining a certain extra degree of "protection."*

Notable Folk

- Richard Henry Ace, 46, is the proprietor and master locksmith. Key skills: Locksmith 85%, Mechanical Repair 70%, Electrical Repair 65%.

1920s ALARM SYSTEMS

Early building alarms employed electromagnetic contacts fitted to doors and windows, linked to a battery and bell. When the contact was broken, the bell would ring, scaring away burglars and waking up the residents. In some cases, the mechanism could be linked to a central station, enabling a watchman or the police to be notified.

415-B E. PARRINGTON, GUNSMITH

433½ W Main Street

On the upper floor of the building is Edward Parrington's workshop and gun store. Saleable firearms, kept in glass-fronted, locked cabinets, line the walls of the customer area. Behind the store is the workshop where Parrington repairs, services, and even builds firearms to order. Other services include custom-made bullets (silver, perhaps?) and weapon appraisals. He stocks a variety of handguns, shotguns, and rifles, though exotic weapons (such as elephant guns) are a rare find in his store—unusual weapon requests are referred to Abercrombie & Fitch in Boston. Open 10.30 am to 5:30 pm, closed for one hour for lunch, Tuesday to Saturday.

Notable Folk

- Edward Parrington, 56, is a skilled gunsmith who can repair or custom tool all manner of firearms. He also knows the ways to access illegal automatic and heavy weapons, although would never share such information without good cause (such as a communist threat) or with someone he didn't know well. Parrington is currently the president of the **Arkham Gun Club** (see box, nearby). Key skills: Art/Craft (Machine Tools) 65%, Art/Craft (Firearms) 70%.

416 ANDERSON'S FURNITURE & CARPETS

353 W Main Street

Established in 1869, this store supplies fine furniture, rugs, and draperies. Anderson's stocks both new and antique furniture here, with the latter commanding high prices. In addition, the skilled and knowledgeable staff perform valuations, appraisals, and restorative work on a case-by-case basis. Open 10:00 am to 5:30 pm, closed for one hour for lunch, Tuesday to Saturday.

Notable Folk

- Jayne Anderson, 39, is the owner (her late father started the business). Anderson has a personal interest in collecting writing desks, especially those with unique features (such as hidden compartments). Key skills: Appraise (Furniture) 70%, Spot Hidden (Compartment) 75%.

ARKHAM GUN CLUB

The Arkham Gun Club caters to the town's upper crust. Membership is by invitation or recommendation by a member. The club can be quite stuffy about who is allowed to join. Membership costs $50 per year. Members have unlimited use of the club's shooting range, situated northeast of **Meadow Hill** (OS105) and beyond **Fenner's Roadhouse** (OS108) on the road to Essex.

A social get-together usually happens on a Wednesday evening in Edward Parrington's store (**E. Parrington, Gunsmith**, 415-B). Outings and picnics occur during the summer months, while an annual dinner is held each fall.

Edward Parrington is the club's president, and Asa Nichols, the Chief of Police (**Arkham Police Station**, 228) is the current treasurer.

Benefits

For three months of regular (uninterrupted) practice at the shooting range under the expert tuition of the club's members an investigator may add +1D10 percentiles to a Firearms specialization (such as Handgun or Rifle/ Shotgun), to a maximum skill value of 50%. Thereafter, Keepers may grant a gain of +1D10 percentiles after each block of six months of regular practice, but the investigator must roll a standard experience check (aiming to fail the roll) to qualify.

417 IVAN TOLEDO SCHOOL OF DANCE

333 W Main Street

A sizable dance studio providing weekly lessons and private tuition by arrangement. Individuals and organizations can rent the space subject to availability; both the local dance troupe, the Sensational Movers, and the choral club, the Arkham Happy Chorus, meet here to practice. A fine grand piano provides the accompaniment. Agile students may learn the following dances:

- Foxtrot
- Waltz
- Tango
- Cakewalk
- Maxixe
- One-Step
- Charleston (1923 onward)
- Black Bottom (1926 onward)
- Collegiate Shag (1930s)

Notable Folk

- Ivan Toledo, 45, and his wife, Gladys, 42, run the school. Both play the piano and give instruction.

Benefits

An eight-week course costs $20 and graduates gain Art/Craft (Ballroom Dancing) at a starting value of 15%. Advanced courses provide +1D10 percentile points, up to a maximum skill value of 50%. While further courses can be taken up to a maximum skill value of 60%, investigators need a standard experience check (aiming to fail the roll) to qualify. Increasing the skill beyond 60% comes only from experience.

418-A CUNNINGHAM'S PET SHOP

321 W Main Street

A relatively new addition to Main Street, Cunningham's Pet Shop supplies purebred puppies, cats, American songbirds, and canaries imported from Europe, as well as cages and pet foods. By request, the owner may be able to obtain certain exotic animals to order, be it an alligator, lion, or something really unusual. Open 8:30 am to 5:30 pm, closed for one hour for lunch, Monday to Friday.

Notable Folk

- Albert Cunningham, 34, is the proprietor of this new enterprise. Cunningham is an outsider to Arkham, having moved here from Pennsylvania to start his business.

Strangeness

Recently, local newspapers have reported that the store sold several dogs and cats that were used in some weird fraternity initiation by students from MU (see **The Unvisited Island**, 401). Several unnamed students are facing charges. Cunningham knows who the students were and is actively suing three of the families concerned for civil damages under an obscure provision of Massachusetts drayage law intended to protect horses from mistreatment. Two of the defendant families are local and influential within the community. Consequently, Cunningham has been gently warned that he should not broach the offenders' names in public, at least not until after the trial—and how he handles this matter will determine whether his business succeeds or fails in Arkham.

418-B MANELLI'S MUSIC STORE

321½ W Main Street

Manelli does a brisk trade in sheet music, phonograph records, pianos, violins, and clarinets—other instruments can be ordered in. While recently quite a thing, ukulele sales have slowed down, even in Arkham. Manelli keeps prices low due to a very favorable lease on the premises. Open 9:30 am to 5:30 pm, closed for one hour for lunch, Tuesday to Saturday.

Manelli also provides vocal lessons by arrangement. He trained as a baritone in Italy and has a commanding voice, and so is in demand by those with aristocratic fantasies and up-and-coming wannabe stars.

Notable Folk

- Alberto Manelli, 38, fled Italy following a tragic love affair with a married woman of high birth. A flamboyant character, he yells and screams, breaks furniture, and tears his hair out when teaching.

Benefits

Twice-weekly lessons cost $1 an hour; for every six months that an investigator trains with Manelli, they gain +1D10 percentiles in Art (Sing), to a maximum of 50%; the Keeper may elect to increase this maximum at their discretion.

POPULAR MUSIC

Knowing what music is in the air in a certain year may be helpful to set the mood. Having it playing in the background can help bring some atmosphere to a game session. Here are some of the most popular titles during the 1920s to 1930s period. Use these to create playlists by year.

- "Whispering" by Paul Whiteman (1920)
- "Look for the Silver Lining" by Marion Harris (1921)
- "April Showers" by Al Jolson (1922)
- "Yes, We Have No Bananas" by Billy Jones (1923)
- "It Had to Be You" by Isham Jones (1924)
- "Tea for Two" by Marion Harris (1925)
- "Baby Face" by Jan Garber & Benny Davis (1926)
- "Blue Skies" by Ben Selvin (1927)
- "Blue Yodel #1" by Jimmie Rodgers (1928)
- "Ain't Misbehavin'" by Fats Waller (1929)
- "Puttin' on the Ritz" by Harry Richman (1930)
- "Minnie the Moocher" by Cab Calloway (1931)
- "Brother, Can You Spare a Dime?" by Rudy Vallee (1932)
- "Sophisticated Lady" by Duke Ellington (1933)
- "Smoke Gets in Your Eyes" by Paul Whiteman (1934)
- "Cheek to Cheek" by Fred Astaire (1935)
- "Pennies from Heaven" by Bing Crosby (1936)
- "One O'Clock Jump" by Count Basie (1937)
- "Whistle While You Work" by Seven Dwarfs (1938)
- "Over the Rainbow" by Judy Garland (1939)
- "Strange Fruit" by Billie Holiday (1939).

419 CURIOS & ANTIQUES

261 W Main Street

Offering a range of antique furniture, ceramics, glassware, as well as some jewelry and other miscellaneous items. Unlike its competitor, **Unconsidered Trifles** (431), the store appears well organized and is swept for dust daily, as George Tillinghast takes pride in his work. Most items here are usually marked up 10 to 20 percent above market rates, but Tillinghast is usually happy to make a deal if it means he can shift an older item gathering dust. Open 9:30 am to 5:30 pm, Monday to Saturday, closed on Wednesdays.

At the rear of the showroom is a small office, and behind that is furniture storage and a restoration workshop, with back doors opening on to an alley providing access for deliverers and so on. Rooms above the first floor provide more storage space. Tillinghast keeps an old (circa 1867) security safe in his back office; made by the Herring & Farrel Safe Co.; it weighs 3,200 lbs. (1,451 kg), is dynamite proof, and consists of nine layers of laminated steel plate. Tillinghast keeps the safe's key on a chain around his neck.

Notable Folk

- George Tillinghast, 51, is the owner and the brother of Edward Tillinghast (**Rare Books & Maps**, 126). A member of the **Rotary Club** (206), George is also, like his brother, a member of the **Arkham Historical Society** (901). Despite appearances, the brothers haven't spoken to one another in years, ever since a dispute arose over the division of property in their father's will. Key skills: Appraise 75%, Charm 65%.

Strangeness

While the shop floor is kept clean and stock tends to move reasonably swiftly, there are items stored in the rooms on the upper floor that haven't seen the light of day in years. Such items were stored away here as they didn't sell, were too damaged to sell, or were put here and forgotten. Gathering dust and collecting cobwebs, such store rooms could be hiding all manner of delights and horrors. There are boxes filled with curios, stage jewelry, and weirdness from other places, to say nothing of old writing bureaus and travel cases filled with crumbling letters and books from long-forgotten estate sales. Perhaps Tillinghast decides to recruit some help to take inventory of these storerooms, intending to clear them out and get what he can to make some space.

420 OPTOMETRIST

237 W Main Street

"Look after your eyes, and your eyes will look after you!" So says the sign painted onto the front window of this establishment. Inside, one may make an appointment to have an eye examination by Bernard Evans, the optometrist. And, if spectacles are required, there are plenty of frames to choose from, be they tortoiseshell, wire-rimmed, or black.

Beyond the front store is Evans' examination room, with chair and charts. Cabinets full of slim drawers contain various lenses, used to determine a patient's prescription. For those with more severe issues, are two deep boxes containing a variety of glass eyes in a multitude of iris colors. Behind the examination room is a small workshop where spectacles can be made and repaired. While Evans ordinarily uses an optical service in Boston to manufacture lenses to order, if necessary, he can custom-grind lenses in an emergency, and keeps a small number of glass blanks for this purpose. Open 9:00 am to 5:30 pm, closed for one hour for lunch, Monday to Friday.

Notable Folk

- Bernard Evans, 36, is the soft-spoken optometrist. He is a member of the American Optometric Association. Key skills: Art/Craft (Spectacles/Lenses) 55%, Medicine (Optometry) 65%.

Strangeness

In his spare time, Evans dabbles with creating eye wear and lenses, not just for spectacles, but also to create monoculars, binoculars, and telescopes. As a keen astronomer, he's been trying to improve on commercial models and increase both their range and aperture of view. While the results are not pretty to look at (from a design sense), he has been starting to get some real results, helped by an old book he acquired. The untitled book contains all manner of useful information and marginalia about stargazing and "opening one's eyes to the greater cosmos."

421-A MALLOY'S TIMEPIECES

205 W Main Street

Whether wristwatches, pocket watches, or clocks for the mantelpiece or wall, Malloy's can cater for all your timekeeping requirements. Every wall and surface are covered with all manner of timepieces, although the centerpiece that catches most customers' eyes is a huge hydrochronometer (water clock or clepsydra) that stands behind the service desk—John Malloy loves to show it off and explain how the word "clepsydra" is Greek for "water thief." Open 9:30 am to 5:30 pm, closed for one hour for lunch, Tuesday to Saturday.

Apart from selling new and second-hand items, Malloy provides a repair service. While complex and seriously damaged watches are sent away to New York City for fixing, Malloy is a competent horologist and can repair most minor issues and service mechanisms, usually asking for a week or so to undertake the necessary work. The backroom repair shop is cluttered with clock mechanisms, facias, tiny tools, glass, and more.

Notable Folk

- John Malloy, 55, has owned and run the business since 1911. He is an avid collector of rare and antique timepieces. He has the hydrochronometer in the store as a conversation piece but keeps his main collection of clocks in his home (on W High Street) in the Uptown neighborhood.

Strangeness

Malloy has some very old and rare clocks in his collection at home, but perhaps the weirdest is an oddly shaped grandfather clock that more resembles a coffin than it does a floor clock. Instead of numbers or numerals, the facia is painted with bizarre icons or glyphs, and rather than two hands, it has four. For 12 years, Malloy has tried to learn something about the unusual timepiece, but has yet to even begin to understand it, let alone identify its origin. He swears that, at certain times of the night, he has heard voices emanating from it.

421-B THE RADIO CENTER

205½ W Main Street

Situated on the upper floor, the Radio Center caters to the burgeoning market for home radio receivers. A new radio receiver costs around $65 to $200 in 1922, although the price falls to around $35 by the middle of the decade. Higher-quality models easily ask prices of $350 or more throughout the 1920s. As well as the receiver units, supplies like tuning coils, transformers, headphones, switch contacts, antennas, and more can be purchased here (including cheaper, home-build radio kits), alongside phonographs and records. Instruction on use, repair, and servicing can be obtained here. Open 9:30 am to 5:00 pm, closed for one hour for lunch, Tuesday to Saturday.

Notable Folk

- Robert Valencia, 29, is the owner and a veritable radio enthusiast. He owns a large shortwave radio and transmitter. Key skills: Art/Craft (Radio) 25%, Electrical Repair 35%.

Strangeness

Valencia has a strong imagination and something of a fancy for astronomy. When working late at night on his radio hobby projects, he scans through the radio waves hoping to hear transmissions from beyond this world—well, radio is an incredibly modern technology and so it must be perfect to listen to the alien broadcasts from Mars and elsewhere! This search for voices from afar is steadily becoming an obsession for Valencia. What he doesn't realize is that "the voices" he claims to have heard aren't aliens from Mars but rather a being from another dimension that is determined to find a way into our world.

RADIO

In 1921, approximately 75,000 homes had a radio receiver, and by 1934, the number had risen to 60 percent of American homes. In 1922 alone, the public spent over $60 million on radios, rising to over $800 million in 1929. In 1921, WBZ obtains a commercial license and broadcasts to New England from Springfield. As of 1922, there are 30+ radio stations in operation in the US, and, as radio takes hold, this number jumps to 500+ from 1923 onward. Families gathered around the radio for the news, to listen to plays and music, and to hear sporting events.

422-A FENNER AVERY, TOBACCONIST

185 W Main Street

On entering, one comes face to face with a life-sized "cigar store Indian," which stands guard against rowdy youngsters and proclaims this place as a tobacconist's shop. Despite the objections of some well-meaning folk, the owner, Fenner Avery, refuses to part with the advertisement, which he considers to be "traditional." Each day, Avery dusts and polishes the wooden statue, and he takes great delight when customers are startled by it when they enter.

The heady aroma of tobacco greets all who enter inside. Glass-topped display cabinets hold a wide range of cigars, cigarillos, and cigarettes, as well as all manner of smoking paraphernalia. Display cases of pipes, cigarette cases, and cleaning supplies line the walls. Imported tobaccos, like the European Balkan Sobranje, are a specialty, but domestic brands, like Dime Bank, Uncle Willie, and Daily Habit, are the bread and butter of sales. Open 8:30 am to 6:00 pm, closed for one hour for lunch, Monday to Saturday.

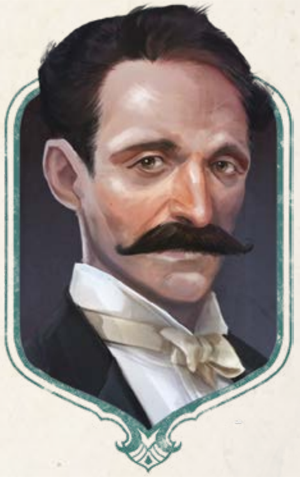
Notable Folk

- Fenner Avery, 54, is the pugnacious owner, who most consider a "stick in the mud" due to his recalcitrant attitude to most things, let alone authority. A proud Libertarian who will not serve anyone he considers a "Bolshevik" (communist).

422-B WALTERS' OPTICS & FANCY TOYS

185½ W Main Street

This shop carries a grand range of cameras, microscopes, binoculars, and telescopes, catering to all needs, from the bird-watching enthusiast to the nosy private eye, while a colorful and eclectic range of scale-model trains, ships, and lead toy soldiers (some of which have been superbly painted by the owner) adorns the other side of the store is. Open 9:30 am to 5:00 pm, Monday to Friday; closed on Wednesdays.



Timothy Walters

In addition to the products, the proprietor has transformed a room at the rear into a photographic studio, where he produces portraits and other commercial work. Timothy Walters, the owner, is an accomplished photographer; local businesses and families frequently call upon his expertise. Walters lives in the apartment above his and the tobacconist's store next door.

Notable Folk

- Timothy Walters, 42, is the owner and a keen amateur astronomer; he is the brother of Harvey Walters, the sometime celebrated journalist who lives in New York. Key skills: Art/Craft (Photography) 80%, Science (Astronomy) 45%, Science (Physics) 40%.

Strangeness

Brother Harvey occasionally visits, usually bringing within him all manner of tales from his exploits in NYC. From time to time, Harvey makes use of Timothy's skills to process photographic images of alleged monsters taken during Harvey's investigations. And, that one time, Harvey dragged his brother away with him on an investigation, although Timothy has refused to speak about what happened ever since.

Being an active astronomer, Timothy is a good friend of Professor Billings at MU (**Science Hall**, **School of Natural Sciences**, 612-A). The pair are often together discussing a telescope that Timothy picked up in an auction a few years back. The telescope has a rather odd design and utilizes a curious array of lenses, each of which is also strangely ground. An accompanying manuscript, written in German, claims the telescope can *"see where others cannot,"* although quite what this means is anyone's guess and, consequently, the subject of heated debates between Timothy and Billings.

While just an amateur astronomer, Timothy is an expert with a camera and can process film in his personal darkroom at the drop of a hat. Recently, he has been experimenting with a new dry ice technique to better capture images in darkness. Perhaps this new experimental procedure could be of use with interested investigators?

423 MASSE GROCERIES

Southwest corner of W Main Street & S Garrison Street

A forerunner of the modern supermarket, Masse sells all manner of canned and packaged foods, including ready-to-make mixes, as well as meat, fruit, vegetables, bread, and much more. Goods are served over the counter by an ebullient staff. Part of what will eventually become a national chain of markets, Masse's is a well-known name in Arkham. Open 8:00 am to 6:00 pm, Monday to Saturday.

Notable Folk

- Austin Semsby, 32, is the enthusiastic manager, recently arrived from Chicago.
- Hetti Chamers, 24, is the over-talkative counter assistant.

424 E. WAITE, GOLDSMITH

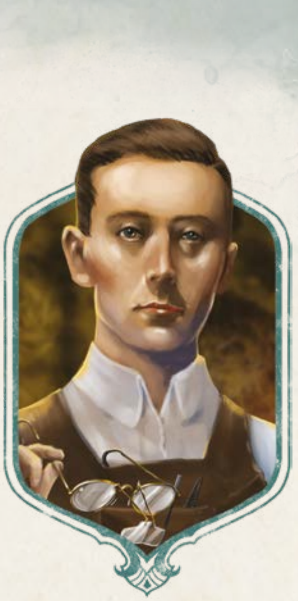
478 W Church Street

Retailing gold and silver jewelry, the store presents a dazzling display of locked, glass-fronted cabinets containing rings, necklaces, earrings, and so on. Waite provides repairs and valuations, as well as custom-designed, precious metal pieces made-to-order. Open 8:30 am to 4:30 pm, closed for one hour for lunch, Tuesday to Saturday.

Behind the storefront is a small office with a desk and a security safe for daily takings and customers' valuables left for repair or valuation.

Partnership

Ewan Waite has a business relationship with expert stone cutter, Lazlo Caselius (**Caselius's Fine Jewelers**, 425-B), with Caselius providing repairs and design work offered by Waite's store. Waite supplies the precious metals and Caselius provides the precious gems and skills to fashion the jewelry.



Ewan Waite

Notable Folk

- Ewan Waite, 31, is the owner and salesman. Key skills: Appraise (Jewelry) 65%, Charm 70%.

Strangeness

Waite moved to Arkham from Innsmouth in 1918. Short on funds, he took out a loan from one of Danny O'Bannion's fronts (**Lucky Clover Cartage Co.**, 412), which, combined with a loan from Lazlo Caselius, helped to get the business set up—Waite gave Caselius some pieces of Innsmouth gold as collateral. Waite is still trying to pay off the debts he owes to O'Bannion and Caselius, but he is keener to repay his partner first, as he wants to reclaim the pieces of Innsmouth gold. Waite is nervous and fearful that someone from Innsmouth might discover that he has broken his promise and shown the unusual pieces to "outsiders."

Waite may or may not carry the Innsmouth taint; his hair has become very thin, causing him to worry that this is the first sign of the change coming upon him. He dares not return to Innsmouth without the jewelry and hopes he can last until he's paid off his debt to Caselius.

425-A HATTIE'S BOUTIQUE

388 W Church Street

Open since 1920, this store caters to those seeking the latest fashions in elegant clothing. While coats, hat, and accessories can be purchased here, it's the array of up-to-the-minute dresses that attracts the well-to-do Arkham ladies. A shrewd operator, owner Hattie O'Brian ensures that she keeps a rack of what could be considered conservative clothing for more elderly ladies, as well as a bounty of modern clothing for the youngsters.

Most items can be tailored for personal requirements, such as resizing or adding particular detailing, with O'Brian quite expert with a needle and thread. For those with a truly unique design in mind, O'Brian can make dresses to order, although a six-month timescale (with multiple fittings) is the norm. Open 9:00 am to 5:00 pm, closed for one hour for lunch, Tuesday to Saturday.

Notable Folk

- Hattie O'Brian, 42, originated in Boston, and provides skilled tailoring and owns the store. She has a knack of saying just the right thing to help a customer decide to make a purchase. Key skills: Art/Craft (Tailoring) 75%, Art/Craft (Needlework) 80%, Charm 85%.
- Marla Slocum, 28, is the chief store assistant and a dresser. She is secretly a member of the **Arkham Coven** (page 51).
- Sissy Goodwright, 22, is a store assistant and general lackey. Sissy is forever being told off by her boss for speaking first without engaging her brain—she has a habit of speaking plainly and giving customers an unvarnished appraisal of how they look.

425-B CASELIUS'S FINE JEWELERS

388½ W Church Street

Fair quality to expensive jewelry, as well as custom pieces designed by the owner, Lazlo Caselius. The store specializes in precious gems and, although rarely requested these days, can cut rough stones for jewelry items. While jewelry repairs can be undertaken, such customers are usually sent up the street to **E. Waite, Goldsmith** (424) with whom Caselius has a business relationship. Open 9:30 am to 4:30 pm, closed for one hour for lunch, Tuesday to Saturday.

Behind the small storefront is Caselius' workshop, which contains a small security safe where precious stones are kept. The workshop contains many small tools and gem-stone-cutting equipment.

Strangeness

Currently, Caselius' safe contains various curious jewelry pieces of strange design—these being the Innsmouth gold given to him as collateral for the loan he granted to Ewan Waite (**E. Waite, Goldsmith**, 424). Unbeknown to Waite, Caselius has become obsessed with the curious pieces, taking them out of the safe each night to hold and examine them. He is thinking of putting them on display in his store so he can look at them all the time but doesn't realize or understand the potential trouble he could cause to Waite if he does so.

Notable Folk

- Lazlo Caselius, 45, is the owner and expert jewelry maker. Key skills: Appraise (Gemstone) 75%, Art/Craft (Gem-Cutting/Jewelry) 80%,

426 PIKE'S HABERDASHERY

338B W Church Street

Leisure and business clothing for men, including sporting attire (shooting and riding). All suits and jackets are individually tailored, requiring a customer to choose the fabric and come back for two to three fittings. A wide range of accessories, including walking canes, scarfs, and handkerchiefs, provide suitable detailing for a man-about-town. Open 9:30 am to 4:30 pm, closed for one hour for lunch, closed Wednesday and Sunday.

Notable Folk

- Westward Pike, 52, is the owner and a marvel with a needle.

Strangeness

Some years ago, a young man entered the store carrying his own bolt of unusual fabric and wanted this used for a new suit. The fabric was unlike anything Pike has seen before or since: it possessed a metallic sheen that caused it to change its color, depending on the lighting; at times it appeared gray, silver, or an oily purple. Pike made the suit, but the young man never returned for his final fitting. Now forgotten, the suit hangs somewhere in the back storeroom gathering dust. If prompted to remember the young man, Pike might recollect that he said quite fabulous things, such as the fabric being over 1,000 years old and something he found while exploring subterranean caves in Vermont. He just thought the chap was being fanciful.

Whether this strange suit possesses particular "special" qualities—such as camouflage or some degree of protection—is in the hands of the Keeper. One might suspect that whoever (or whatever) created the metallic-like fabric would be most interested if it ever came to light. Pike might be inclined to show the suit off to those who mention exploration in Vermont or otherwise seem interested in "unusual" things.

427 GLEASON'S DEPARTMENT STORE

338A W Church Street

A large retail store consisting of four floors of clothing, home appliances, furniture, books, toys, tools, bedding, and so on. Gleason's offers prices somewhat lower than Arkham's other merchants in exchange for less personal service. The sporting goods section is particularly of interest to hunters as it carries an excellent selection of reasonably priced rifles and shotguns. For those less inclined to trouble themselves with a trip into town, the firm provides a mail order service—a catalogue is available on request. Open 8:30 am to 6:30 pm, Monday to Saturday; closed half day on Wednesdays.

Behind the various public sales areas is a veritable warren of staff corridors, storerooms, and offices. A loading bay found at the rear provides parking for the company's delivery truck, plus a smaller van.

Departments

- Clothing (women's, men's, children's)
- Cases and trunks
- Jewelry and clocks
- Books and typewriters
- Rubber goods (inc. gloves, water bottles, folding bathtub)
- Toys and baby care
- Musical instruments
- Appliances (inc. electrical items, ovens, mangles)
- Furniture and beds
- Bicycles
- Motoring supplies (inc. tents and camping)
- Sporting goods (inc. fishing tackle, firearms, baseball bats, boxing gloves)
- Gardening (inc. tools and plants)

Notable Folk

- Geoffrey Pritchard, 53, is the general manager and a stickler for the rules.
- Fanny Macready, 32, runs the back offices and general administration.
- Jenette Grace, 27, oversees the clothing department.
- Ramsey Bulger, 45, manages the sporting goods department.

Strangeness

While the stories are completely dismissed by Pritchard, most staff in the store believe it is haunted. Variously, some claim to have experienced sudden cold spots, scary moaning noises, items going missing or moving of their own volition, and a sense of "someone" hovering over their shoulder. Most of these "encounters" seem to occur in the basement, although the staff areas on the top floor appear to have their share of strangeness too. Consequently, most staff do what they can to avoid spending any time in the basement—but this may stem from the death of a sales assistant named Marjory White who (it is said) died down there from unexplained causes some years ago; her body was discovered clutching a golf club in a vice-like grip.

428 GILMAN'S OFFICE SUPPLIES

298 W Church Street

Gilman's provides a fine selection of stationery, fountain pens, pencils, office furniture, ledgers, adding machines, typewriters, and other supplies. In a locked, glass-fronted display case are kept high-value items like gold and silver fountain pens and letter openers. Open 8:30 am to 5:00 pm, closed for one hour for lunch, Tuesday to Saturday.

Notable Folk

- Marvin Gilman, 48, is the obsequious owner.

GET A HAT GET AHEAD

During the early 20th century, Americans were very conscientious about wearing hats. It was right and proper for both men and women to wear suitable head attire when out and about, and one was simply "naked" without a hat.

For ladies there was a wide range of choices and styles, be it a "rolling brim" sailor's hat, a drape hat, a feather turban, pompon hat, or the very popular "bell-shaped" cloche hat. The choices for men were perhaps a little less varied, but a hat nonetheless enabled a gentleman to express their personality (to a small degree) with their hat choice.

It is interesting to note that there were distinct seasons for hats: summer and winter. During winter, heavier, felt hats were worn, while in summer, straw hats helped to alleviate the heat. For men, straw boaters were the norm, and most towns and cities had a particular day—"Straw Hat Day"—when every man was expected to change into the summer season's headwear (mid-July in Arkham). Likewise, "Felt Hat Day" (late September in Arkham) announced the return to felt hats. Like in some other places (like New York City), Arkham's younger men seized on the opportunity to grab the straw hat from another man's head and destroy it—if they were still wearing it after Felt Hat Day. Such youthful misbehavior could, at times, turn into a near riot, with mobs racing through the streets and destroying straw boaters as they went—injuries and arrests were likely.

429 MISS JENNY'S BEAUTY PARLOR

288 W Church Street

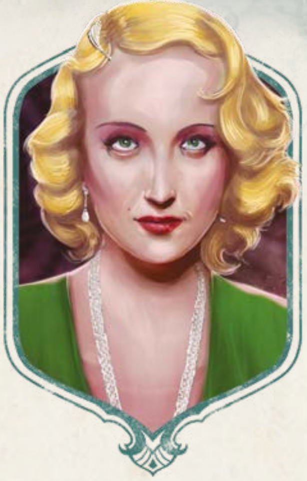
Popular with younger ladies, the beauty parlor offers hairdressing, coloring, and beauty makeovers. Ladies may also purchase the very latest makeup products and get tips on styling. Younger, more energetic, women will probably prefer to avoid Tuesday and Thursday mornings, which are customarily allotted to Arkham's more mature ladies, such as those from the **First Ladies of Arkham** (813) and **Miss Andrews' Social Parlor** (903), who come weekly to set their hair. Open 8:30 am to 5:30 pm, Monday to Saturday.

Notable Folk

- Jenny Aberstrom, 44, is the headstrong and opinionated owner and head stylist.

Useful

If something is known by one or more of Arkham's ladies, then chances are good for overhearing it among the conversations within. A veritable hotbed of gossip, rumor, and fact.



Jenny Aberstrom

430 UNIVERSITY SHOE STORE

268 W Church Street

Hard-wearing and inexpensive shoes and boots for men and women. Resoling and repairs undertaken on the premises in the workroom at the rear. Naturally, the store is popular with MU students, and many of the university's sports teams get their footwear from here. Some MU academic staff prefer to shop here too. Open 9:00 am to 5:30 pm, closed for one hour for lunch, Monday to Friday.

Notable Folk

- Nigel Carruthers, 39, is the manager; he looks back at his university days as the best years of his life.

431 UNCONSIDERED TRIFLES

240A W Church Street

Tucked away in a side alley, one might easily be unaware of this store's existence; indeed, many walk right past the alleyway each day without knowledge of the treasures to be found within. An antique shop, Unconsidered Trifles is a small concern but nevertheless is well regarded in the local trade of historical items. From European furniture to early colonial objects and memorabilia, as well as old books, oil paintings, jewelry, and more, the shop is a dusty collection of valuables that would interest the most serious of collectors. Open 10:00 am to 6:00 pm, closed for two hours for lunch, Monday to Friday; occasionally open Saturday.

The owner's office lies on the floor above the shop, and to the rear of the premises, beyond the storefront, is a storeroom next to a loading yard. In the storeroom is a door that leads down into a copious basement filled with packing cases and a rackety old boiler and furnace.

A Hidden Trade

Apart from the items displayed inside, the proprietor Abner Wick also deals in more questionable transactions, including the buying and selling of goods of dubious origin. Such items, never seen in the front store, are part of a healthy backroom trade with collectors around the world.

Strangeness

Hidden in the basement is a concealed trapdoor, which leads down to a maze-like subbasement filled with old packing cases, chests, busted coffins, and lots of bones (mostly human). Some of the bones have been fashioned into torches, chairs, desks, and similar macabre paraphernalia. At the center of the subbasement, and far below street level, is a chamber, in which is a brick-lined well that drops away to darkness—down here is a charnel shrine and many ghouls.

Abner Wick is a half-ghoul who keeps good relations with his kin below ground in Arkham. The ghouls supply Wick with any valuable items robbed from graves, old or new, and thus provide him with a more or less constant supply of merchandise to sell on the collectors' black market.

Notable Folk

- Abner Wick, 46, is the portly and indulgent owner, who wears an overabundance of cologne to mask the sickness and odor he exudes.
- Hector & Carla Fademan, age unknown, are Wick's "assistants" who carry and load for him. They are siblings whose ghoul-taint is farther along than Wick's own and, consequently, they seldom show themselves in public; if they must venture forth or risk being seen, they wear scarves and hats, and loose-fitting clothing to hide their rubbery skin and claw-like nails.

Abner Wick

Antiques Dealer & Half-Ghoul, age 46

- **Description:** large and fleshy; gives off the impression of once having had a powerful physique, now undone by years of indulgence and excess. Light-brown hair, fading to white at his temples and sideburns, with no facial hair. He dresses in a dark, pinstriped suit, with a colorful ascot scarf around his neck. He has foul body odor, which he hides with strong-smelling cologne.
- **Traits:** disarmingly calm, assured, and cultured; his gentility disguises his merciless and ghoulish tendencies.

STR	80	**APP**	25
CON	85	**POW**	90
SIZ	65	**EDU**	90
DEX	70	**SAN**	00
INT	85		

HP	15
DB	+1D4
Build	1
Move	9
MP	18

Skills

Appraise 60%, Archaeology 40%, Charm 60%, Climb 35%, Credit Rating 65%, Cthulhu Mythos 40%, Disguise 55%, History 65%, Intimidate 90%, Library Use 60%, Listen 45%, Navigate (Subterranean) 50%, Occult 70%, Persuade 70%, Psychology 40%, Sleight of Hand 30%, Spot Hidden 45%, Track 45%.

Languages

Arabic 30%, English 90%, French 40%, Ghoul Tongue 80%, Greek 40%, Latin 60%.

Armor

1-point semi-rubbery hide.

Spells

Cloud Memory, Contact Ghoul, Dominate, Evil Eye, Flesh Ward, Mental Suggestion, Shrivelling, Wrack.

Sanity Loss

None.

COMBAT

	%	*DAMAGE*
Brawl	80% (40/16)	1D3+1D4 or butcher's knife 1D6+1D4
Dodge	35% (17/7)	

Pulp Cthulhu

Pulp Modification

- **HP:** 30
- **Luck:** 45

Pulp Talents

- **Rapid Attack:** spend 10 Luck points to gain one extra attack in a single combat round.
- **Tough Guy:** spend 10 Luck points to shrug off 5 damage in one round.

Hector & Carla Fademan

Half-Ghoul Minions, age unknown

- **Description:** while their ghoulish looks are not quite finalized they are just starting to look more ghoulish with claw-like fingers and rubbery skin. They carefully hide all this beneath fraying and dirty clothes, scarves, and hats.
- **Traits:** loyal to Abner Wick, they carry out his orders and rarely act on their own accord other than to defend themselves and the antiques store.

STR	75	**APP**	30
CON	80	**POW**	40
SIZ	65	**EDU**	40
DEX	55	**SAN**	00
INT	45		

HP	14
DB	+1D4
Build	1
Move	8
MP	8

Skills

Climb 50%, Cthulhu Mythos 30%, Jump 45%, Listen 30%, Navigate (Arkham) 25%, Navigate (Subterranean) 30%, Language (English) 40%, Language (Ghoul) 40%, Stealth 60%, Track 55%.

Armor

1-point semi-rubbery hide.

Spells

None.

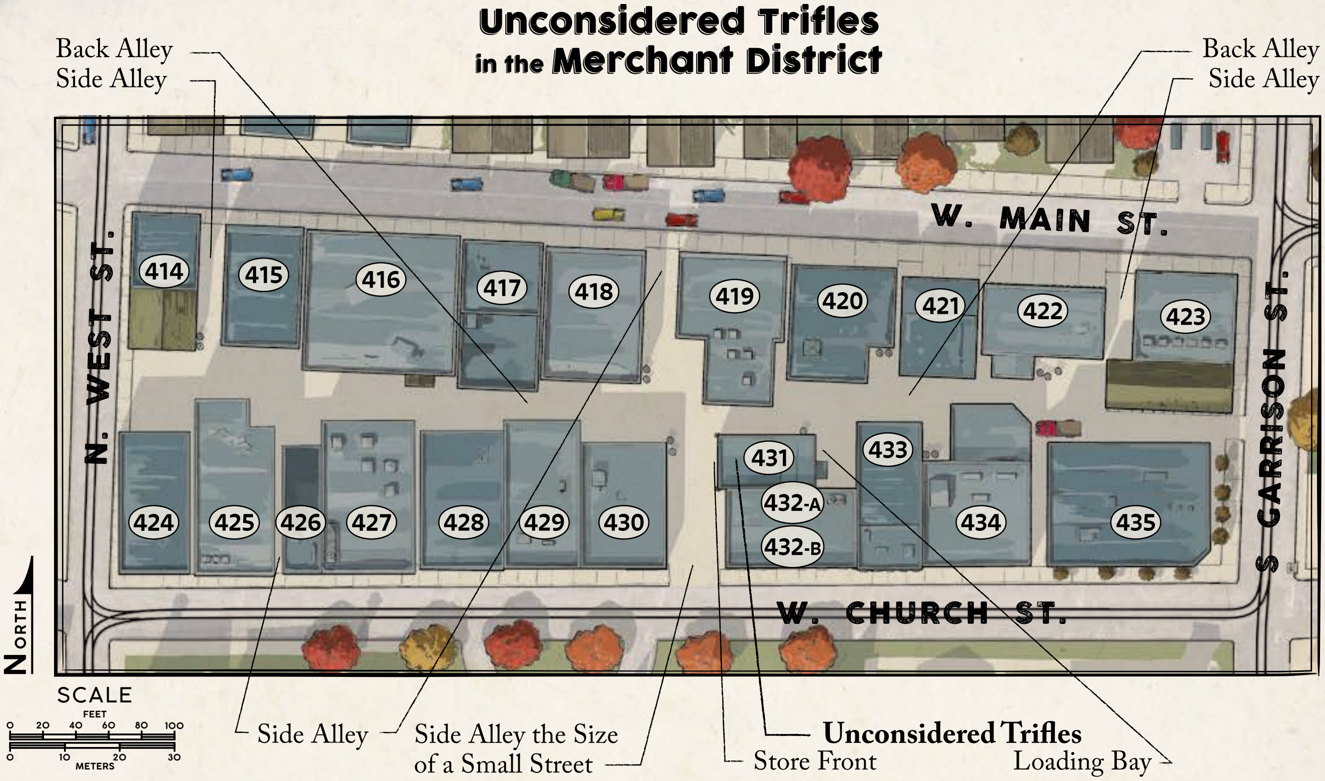
Sanity Loss

0/1D4 sanity points to encounter Hector and Carla up close and personal.

COMBAT

Attacks per Round: 2 (bite, rip)

	%	*DAMAGE*
Brawl	50% (25/10)	1D3+1D4 or knife 1D6+1D4
Dodge	35% (17/7)	


Unconsidered Trifles in the Merchant District
Back Alley
Side Alley
Back Alley
Side Alley
W. MAIN ST.
N. WEST ST.
S GARRISON ST.
W. CHURCH ST.
414
415
416
417
418
419
420
421
422
423
424
425
426
427
428
429
430
431
432-A
432-B
433
434
435
NORTH
SCALE
FEET
0 20 40 60 80 100
0 10 20 30
METERS
Side Alley
Side Alley the Size of a Small Street
Unconsidered Trifles
Store Front
Loading Bay

432-A JAYWIL'S BOOK STORE

224 W Church Street

A large store devoted to new editions and academic textbooks, usually frequented by MU students. Nearly 7,000 titles on a wide range of subjects fill their shelves, covering all the standard texts required by MU's main courses, although for hard-to-find texts, Jaywil's offers a personal order service. While Malcomb Jaywil will attempt to locate and order specialist titles or rare volumes, it isn't his specialty and so he may direct customers to specialist book finders.

The majority of its business is conducted with the Miskatonic's faculty and student body. Regular shipments arrive from Britain and the Continent, as well as from US publishers. Open 8:30 am to 5:30 pm, closed for one hour for lunch, Monday to Friday.

Notable Folk

- Malcomb Jaywil, 56, is the crusty, book-loving store owner.
- Anika Gupta, 31, is the knowledgeable store assistant.

432-B UNIVERSITY SHOP

224½ W Church Street

Catering for Miskatonic University students and enthusiastic family members, the shop sells pennants, sweaters, blazers, boaters, banners, school ties, beer steins, embossed stationery, and so on. Personalized club and sports team clothing is a specialty. While only male attire was previously sold, the store embraced the 20th century and now stocks female clothing too. Open 9:30 am to 4:40 pm, closed Wednesday and Sunday.

Notable Folk

- Fern Hass, 42, is the well-organized new manager.
- Harold Bouche, 25, is the disorganized new store assistant.

NOVELS OF THE 1920s

The following titles may be gracing bookshop window or store displays. Additionally, for those Keepers wishing to get a deeper sense of the decade, these titles provide a potential reading list.

- **1920:** Agatha Christie's *The Mysterious Affair* and Edith Wharton's *The Age of Innocence*.
- **1921:** L. Frank Baum's *The Royal Book of Oz* (actually written by Ruth Plumly Thompson) and Luigi Pirandello's *Six Characters in Search of an Author.*
- **1922:** T. S. Eliot's *The Wasteland* and James Joyce's *Ulysses* (imported from England), both controversial titles.
- **1923:** Jean Toomer's *Cane* and P. G. Wodehouse's *The Inimitable Jeeves*.
- **1924:** Edna Ferber's *So Big* (biggest selling novel of the year) and Jessie Redmon Fauset's *There is Confusion*.
- **1925:** F. Scott Fitzgerald's *The Great Gatsby*, Virginia Woolf's *Mrs Dalloway*, and Franz Kafka's *The Trial*.
- **1926:** Langston Hughes' *The Weary Blues* and Dion Fortune's *The Secrets of Dr. Taverner*.
- **1927:** Arthur Conan Doyle's *The Casebook of Sherlock Holmes* and James Weldon Johnson's *God's Trombones*.
- **1928:** Aldous Huxley's *Point Counter Point* and Claude McKay's *Home to Harlem.*
- **1929:** Ernest Hemingway's *A Farewell to Arms*, William Faulkner's *The Sound and the Fury*, and Nella Larsen's *Passing*.

433 MARSH'S CONFECTIONERY

172 W Church Street

A weekly destination for many of Arkham's children and those with a sweet tooth. Marsh sells fresh candy by the pound or single pieces (for children). The counter stretches to include some seats, near to a soda fountain, for families and well-presented youngsters. Here, one can enjoys the delights of salt-water taffy, as well as "Oh Henry!" chocolate bars, "Abba-Zaba" candy bars, "Baby Ruth" bars, and the "Charleston Chew" bar (from 1925). Open 8:30 am to 5:00 pm, Tuesday to Saturday.

Donald Marsh buys brand-name candies but also makes sweets in the back-kitchen area. Folks can often see him manhandling taffy while he whistles popular tunes.

Notable Folk

- Donald Marsh, 37, is the ever-happy chief candy maker.
- Petra Marsh, 33, is Donald's wife and business partner who takes charge of the counter.

434 SEARS-ROEBUCK CATALOG STORE

168 W Church Street

Despite having a small storefront, this store is a window into a world of furniture, tools, clothes, household goods, toys, wooden self-build buildings, firearms, farm machinery, electric appliances, and a whole lot more—all available through the wonders of Sears and Roebuck's mail order. Thus, if you can't get it in an Arkham store, get it sent to your door! Open 9:00 am to 5.30 pm, Monday to Saturday.

The staff can assist with locating items in the comprehensive catalogue and help complete an order form while processing payment. Allow 1D6+1 days for most items, with larger items taking approximately 1D3 weeks.

Notable Folk

- Henrietta Harrison, 41, is the ever-smiling manager.
- Josie Adams, 31, is the worldly wise assistant.

435 WOOLWORTH CO. 5 & 10 CENT STORE

110 W Church Street

Nothing in this store costs more than a dime (10 cents). Here, visitors can find household goods, books, candy, pet supplies, thread, needles, can openers, toiletries, tin pans, washbasins, writing paper, combs, envelopes, harmonicas, thimbles, book straps, handkerchiefs, safety pins, collar buttons, glassware, watch keys, and a lot more. Open 9:00 am to 5:00 pm, Monday to Saturday.

During the course of the 1920s, the F. W. Woolworth company enjoys great success. In 1920, there were over 1,000 US stores and, by the end of the decade, the number rises to nearly 2,000. Outside the US, Woolworth stores could be found in England and Germany, all offering solid products at low prices.

Notable Folk

- Joseph Griffen, 42, is the somewhat uptight manager.

436 WAREHOUSES, OLD

North of E Main Street, from Garrison to Peabody

On the north side of East Main Street, running from South Garrison Street to South Peabody Avenue, are two blocks of old warehouses. Constructed in the early 19th century, these wooden buildings have stood next to the river for a century. Keen observers may notice watermarks (5 feet / 1.5m high) on some of the river-facing structures left from the great flood of 1888.

Most of the warehouses are unused, and some are literally falling apart, but there are enough in moderately good condition to be rented by local businesses for long-term or temporary storage. A small handful, converted into tenements, still provide housing for a few destitute and poor folk.

The structures, built up over time with little organization, create in the middle of these blocks a maze of twisting alleys and walkways running between the buildings. Some warehouses have become the secret dens of criminals, whether organized or not. Indeed, Danny O'Bannion's **Lucky Clover Cartage Co.** (412) has recently leased one of the larger warehouses between Parsonage and Peabody.

At night, the area is something of a "red light district," with both male and female sex workers plying their trade; most are under the control of O'Bannion's gang, with money taken by pimps for their so-called "protection." Once in a while, public outcry and/or the mayor's office demands the police sweep the area, collecting up the street workers for a night in jail before they are released the following morning. It's more a publicity exercise than any real attempt to curb the town's sex trade.

437-A NEWSSTAND

SE corner of E Main & S Garrison

Although the two newsstands in town have much the same fare, this one (nearer the university campus) is larger and carries more out-of-state newspapers, as well as a large number of (surprisingly popular) true confession, pulp adventure, and crossword puzzle magazines. Open 6:30 am to 6:30 pm, Monday to Saturday.

Next to the stand is a telephone booth set up by the Arkham Cab Co., enabling people to call for taxis. Thus, this street corner is a well-known meeting place and collection point.

Notable Folk

- Cornelius Golatt, 38, is the newsstand's owner, always ready with a smile and wave for passersby.

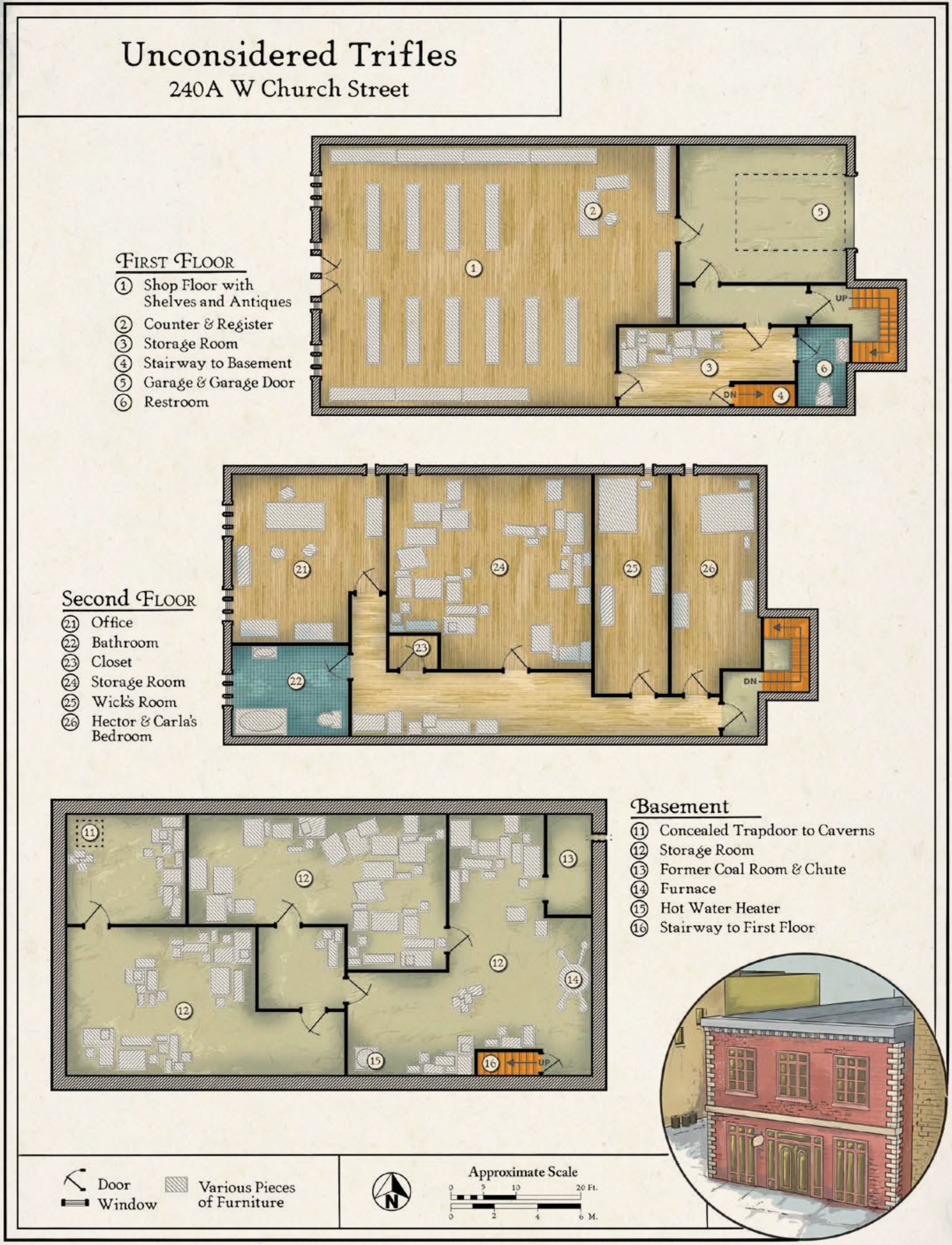
437-B BELL CAFE

132 E Main Street

A clean and friendly lunchroom featuring better-than-average cooking. Comfortable booths line the back wall and front window, and there is a counter with tall stools. Breakfast is available for 25–45 cents, and lunch for 50–60 cents. Open 6:00 am to 3:00 pm, Monday to Friday.

Notable Folk

- Millicent Urton, 41, is the owner and runs the counter. Since her husband (and business partner) Robin died, she's been managing the place on her own.
- Boris Popoff, 46, is the volatile Russian cook; when his anger strikes, Millicent has an uncanny ability to calm him straight down.



Unconsidered Trifles

240A W Church Street

First Floor
① Shop Floor with Shelves and Antiques
② Counter & Register
③ Storage Room
④ Stairway to Basement
⑤ Garage & Garage Door
⑥ Restroom
Second Floor
㉑ Office
㉒ Bathroom
㉓ Closet
㉔ Storage Room
㉕ Wick's Room
㉖ Hector & Carla's Bedroom
Basement
⑪ Concealed Trapdoor to Caverns
⑫ Storage Room
⑬ Former Coal Room & Chute
⑭ Furnace
⑮ Hot Water Heater
⑯ Stairway to First Floor
UP
DN
Door
Window
Various Pieces of Furniture
N
Approximate Scale
0
5
10
20 Ft.
0
2
4
6 M.

438 MARKWIL'S THEATRICAL SUPPLY

148 E Main Street

As well as supplying costumes to rent or purchase, Markwil's offers stage makeup, phony beards, mustaches, wigs, and so on. Flash powder and set dressing supplies are available or can be ordered by request. Pretty much all of Arkham's amateur and professional actors get their supplies here. Ben Woodward, the proprietor, is more than happy to supply his expertise and guidance in choosing the right products for the desired effect and can even provide a personal demonstration for best application techniques. Open 10:00 am to 6:30 pm, Tuesday to Saturday.

In terms of costumes, the store provides suitable period attire for theatrical productions and keeps a range available for costume party rentals. An extensive inventory is kept on site; a range of popular costumes is kept in the store (near to a dressing room), while many others are stored below in the store's basement rooms.

Notable Folk

- Ben Woodward, 39, is the owner with a love of the theater. Despite his dreams of acting, he never quite made the grade, so he channeled his enthusiasm into this allied service. Something of a whiz with applying theatrical makeup, he is additionally an expert in stage effects and often works with professional companies to supply things like stage lightning flashes, chemical fog, and Gothic set dressing (spider's webs). Key skills: Art/Craft (Stage Effects) 70%, Disguise 75%.

Useful

An investigator trying to affect a specific disguise would do well to seek Woodward's help. His guidance and training in the application of phony hair and makeup may grant (at the Keeper's discretion) a bonus die to the investigator's own Disguise skill roll when the "act" is put to the test—alternatively, should an NPC be making a roll to detect the disguise, apply a penalty die to their roll.

439 CHRISTCHURCH EPISCOPAL

150 S Parsonage Street

Founded in 1792, this Anglican church was originally a wooden structure, but parishioners rebuilt in stone in 1824. It is a well-known landmark due to its tall Georgian steeple. Services are well-attended, drawing from the more affluent areas of Arkham, including French Hill and the Campus neighborhoods.

Notable Folk

- Father Archibald Bishop, 53, leads a prosperous and satisfied (some might say smug) congregation.

440 CHURCH STREET CAFETERIA

Northeast corner of E Church & S Garrison

The cheapest place to eat south of the river. This small but compact eatery supplies meals for as little as 15 cents and does a brisk breakfast and lunchtime trade, catering to store assistants and poorer students. Open 5:00 am to 2:00 pm, Monday to Saturday.

Notable Folk

- Walerian Jadiga, 39, is the gregarious and somewhat larger-than-life Polish owner.
- Wanda Jadiga, 34, is Walerian's wife and partner, who doesn't stand for her husband's sense of humor.

441 BRYANT'S APOTHECARY

135 E Church Street

Once the only drugstore in Arkham, Bryant's now faces stiff competition from **Wellhealth Drugstore** (701). Despite the new chain store opening, older customers have, on the whole, remained loyal, although younger folk are being lured away by Wellhealth's cheaper prices. Open 8:00 am to 6:00 pm, Monday to Saturday.

Offering a full-service pharmacy, Bryant's fills medical prescriptions, provides the usual range of over-the-counter drugs and medicinal herbs, and shares expertise in the diagnosis of common complaints. The store boasts an impressive marble countertop, with high stools for people to use while they wait for prescriptions. Customers can also enjoy a drink from the soda fountain. Out back is the preparation and storeroom, as well as Bryant's office.

Historical

During Prohibition, Bryant's (like other pharmacies) is allowed to dispense alcohol for medicinal purposes, although there is a limit on the amount a person may purchase—one pint per patient every 10 days. Bryant is not opposed to making a little extra (actually, a lot) on the side, supplying regular customers with more medicinal alcohol than their allotment allows.

Notable Folk

- Mather Bryant, 61, has run this store for nearly 40 years. Key skills: First Aid 55%, Science (Chemistry) 50%, Science (Pharmacy) 80%, Medicine (Diagnose Common Ailment) 80%.
- Krystyna Nowak, 35, is the newly appointed assistant pharmacist. Key skills: Science (Chemistry) 55%, Science (Pharmacy) 65%, Medicine (Diagnose Common Ailment) 40%.

442 TARANOWSKI'S BAKERY

135½ E Church Street

The second of Georgie Taranowski's bakeries (see entry 118), and just as good. Offering delicious baked goods and coffee. Open 5:00 am to 2:00 pm, closed Sunday and Wednesday.

Notable Folk

- Sheila Torsten, 22, is the manager here. Unknown to family or co-workers, she belongs to the **Arkham Coven** (page 51)—using the Mental Suggestion spell to ensure she got the job despite her young age.

443 ARKHAM GIFT SHOP

195 E Church Street

A wonder of knick-knacks, fancy stationery, ceramics, chess, and mahjong sets. Special occasion and best wishes cards, as well as present wrapping service offered. Open 8:30 am to 4:30 pm, closed Sunday and Wednesday.

Notable Folk

- Edith Winkler, 62, is the charming owner admired by her friends for her courage in carrying on the business after Mr. Winkler ran off with a Southside floozie some 20 years ago.

Strangeness

When Mrs. Winkler eventually sells up or passes on, the new owner of the property is liable to discover the bodies of a man and a

ARKHAM'S TUNNELS

Gossip about a network of tunnels has circulated since Arkham's founding. Many houses constructed large basements, some of which were extended over time and became connected to other excavations, forming a maze of interconnecting passageways beneath the town's streets. At points, such tunnels intersect with the sewer network, creating a veritable warren, particularly under the buildings south of the Miskatonic River.

Smugglers in the 18th century dug and added new tunnels to hide and transport their contraband. Over time, many tunnels have flooded, subsided, and collapsed, although as old tunnels become blocked, others are reopened and shored up or else are newly created. As a result, the tunnels twist, bend, and double back on themselves.

Today, the tunnels are again used by smugglers (bootleggers) who along with other criminals, adventurous students, and those with good reason to stay hidden (such as wizards, witches, and cultists), traverse these dark, damp, and sometimes foul-smelling passages. Indeed, rumors persist about students and other "societies" using the tunnels and subterranean rooms for private gatherings and liaisons. On MU's campus, students who descend into the secret tunnels beneath the university to explore are called "ratters," with the activity known as "ratting" in campus vernacular.

Since the early 1900s, there has been an increase in gossip concerning "strange things" seen or heard in the southern section of Arkham's sewer and clandestine tunnel networks. While these accounts are usually attributed with mundane explanations (rainwater, whistling wind, and the activities of workmen and students), there is actually something far from mundane happening. Since 1906, the Arkham Creepers (sometimes called the "Little People") have made their home in the sewers south of the river.

The Arkham Creepers

Legend suggests the creepers originally arrived with some of the first immigrants from Ireland or else where those Arkham folk who found and made use of the tunnels, and who decided life below ground was preferable. Some say they are part-faery, due in no small part to their alleged Irish heritage. Whatever their origin, their descendants now live in lairs and nests below the bustle of Arkham's streets.

Notably, some locals say the Arkham creepers are invisible to all except the young, whose innocence and perceptiveness enables them to see these "goblins." Thus, while most adults appear to only sense or hear when creepers are near, children and some younger students can see them in their horrid glory.

The Arkham creepers rarely venture into the upper sections of the secret tunnels, such as those beneath the Campus Neighborhood, and so avoid most human interaction. Likewise, they tend to steer clear of the old and very deep tunnels connecting to the town's graveyards, perhaps due to fear of the ghouls that frequent such places. Nonetheless, their curiosity and love of shiny objects sometimes draws them nearer to human abodes and chance encounters with bootleggers and student "ratters."

TYPICAL ARKHAM CREEPER, SUBTERRANEANS

- **Description:** diminutive, naked humanoid creatures, with mottled-gray skin often covered in warts and boils. Due to their lifestyle, they have become hunched and possess arms longer than their legs. Their faces are sallow and hollow, dominated by two yellow eyes and an all-but vestigial nose, while their mouths are slit-like and contain black teeth. The nails on their hands and toes are long, allowing them to easily climb and cling to tunnel walls and ceilings.

- **Traits:** cunning, curious, and sometimes malicious, especially when cornered or entranced by a "shiny" object held by a passing human. They often steal into the cellars of houses, searching for shiny things to carry away to their lairs.

CHAR.	*ROLL*	*AVERAGE*
STR	1D4×5	10–15
CON	(1D4+1)×5	15–20
SIZ	(1D4+1)×5	10
DEXx	(2D6+8)×5	75
INT	2D4×5	25
POW	(1D4+1)×5	15–20

Average Hit Points: 2
Average Damage Bonus (DB): –2
Average Build: –2
Average Magic Points: 3–4
Move: 8

Invisible: natural invisibility (which could be a form of camouflage) means creepers cannot be seen by most adult humans. Perceptive children and those aged below 20 with a POW of 75 or greater, can sense and sometimes see these creatures. Rumor suggests that inebriated adults can somehow see the creepers, although this remains speculation and much gossip. In combat, adult attackers suffer a penalty die to hit a creeper.

Flexible: their small frames, combined with a talent for climbing, means they can squeeze through small gaps and securely cling to walls and ceilings.

Skills

Climb 95%, Jump 70%, Listen 60%, Spot Shiny Object 60%, Stealth 90%.

COMBAT

Attacks per Round: 2 (bite, rip)
Physically no match for the average human, creepers prefer to remain hidden and flee from confrontations. If cornered or otherwise threatened, they may strike out with sharp nails or bite, using superior numbers to incapacitate their foe before stealing off.

Individual Arkham Creeper

Fighting	30% (15/6), damage 1D4–2
Dodge	45% (22/9)

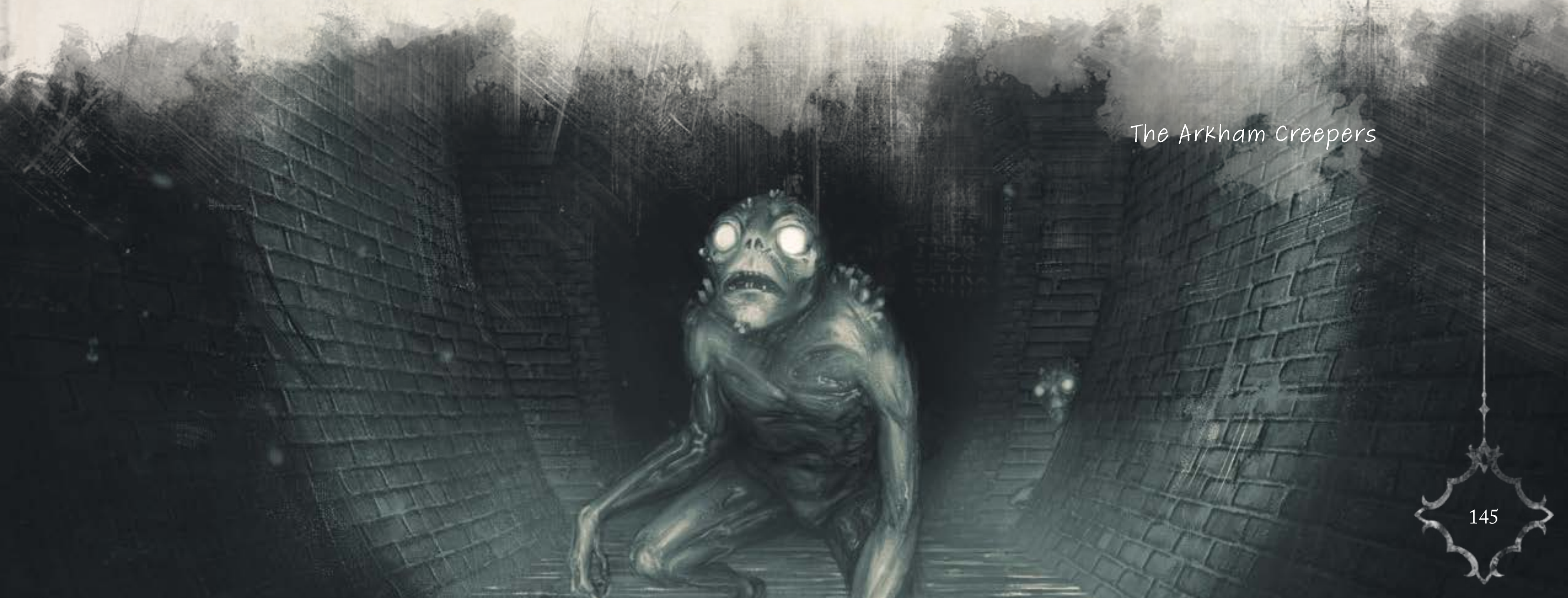
Group of Arkham Creepers (assume six per human combatant, attacking as one)

Fighting	60% (30/12), damage 1D6
Dodge	30% (15/6)

Armor: none; invisibility imposes a penalty die for adults to hit them. Bright light causes pain but no damage and makes them scatter.

Spells: 20% chance of knowing Cloud Memory.

Sanity Loss: 0/1 to be harassed by an unseen creeper; 0/1D2 sanity points to encounter an Arkham creeper; seeing a horde of them costs 1/1D6 sanity points.



The Arkham Creepers

woman, victims of cyanide poisoning, buried in a shallow grave in the basement—and so the truth of her husband's and his lover's disappearance will come to light.

444 EASTERLY WAREHOUSES & WHARVES

North of E River Street, from Garrison to Peabody

These old wooden warehouses are similar to their kin east of here. Built upon an old wharf once used to unload raw wool and cotton for the mills, they now stand forlorn and in a sorry state of repair. Recent mayors have spoken about knocking them all down to make way for new development, but nothing has ever come of it. Nowadays, these old wharves are the domain of the homeless, transient workers, and bootleggers.

445 CALEB MARKHAM, LOCKSMITH

206 E Main Street

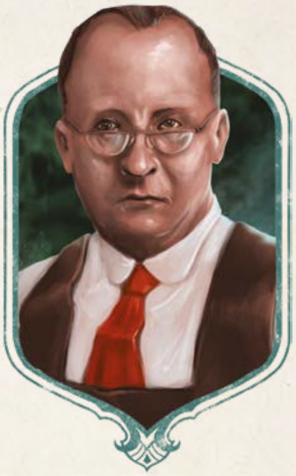
Security locks and keys cut to order. Caleb Markham supplies homes and business, providing installation, repair, and servicing of locks and other closures, including wall safes. The work keeps him quite busy, meaning that there's usually a delay of 1D4+2 days before he can fit in a new job. Markham has particular expertise in opening old chests and cabinets without damage (where the original key has been lost). The shop is open 8:00 am to 5:00 pm, closed for an hour for lunch, Monday to Friday. Customers frequently find the store closed with a sign saying, "Out on business, be back soon," as Markham is often called out to repair or fit a lock.

Opportunity

Markham is currently looking for an apprentice. A young investigator who takes up this opportunity for at least six months may gain the following skill points: Accounting +1D10, Locksmith +2D10, and Mechanical Repair +2D10. The job is 50 hours per week and pays $25 a week. Each further six months' training increases the same skills by the same amounts up to a maximum of 50% per skill. After two years, the apprenticeship ends, with Markham offering the investigator the chance to buy the business. Those who repeatedly fail to show up for work are fired.

Notable Folk

- Caleb Markham, 48, is an Arkham native who possesses a ferocious temper. He is an honest man, and never performs improper or illegal actions. Key skills: Locksmith 85%, Mechanical Repair 75%.


Caleb Markham

446 HARDEN'S USED BOOKS

226 E Main Street

The exterior needs a lick of new paint and some general care. Within, the store is equally shabby, offering a pedestrian selection of used academic textbooks, cheap and dog-eared novels, and a century's worth of religious tracts. Books are crammed onto shelves or otherwise lie in crates or stacks on every available surface. The dust is horrendous. Open 9:30 am to 4:30 pm, Wednesday to Saturday.

Bibliophile Wonderland

For those prepared to wade through the dross and dust, there is the ever-present dream of discovering a rare or collectible book here. Each day of searching enables a combined Library Use and Spot Hidden roll. With success, an investigator finds a volume of interest, although they should then make a Luck roll to determine whether the book is complete/in good condition (at the Keeper's discretion). Most of the time, any book so found will be a classic, such as a first or signed edition. Given Herbert Harden's, the owner's, lack of knowledge, such a book is liable to have a price of 1D100+10 cents. Possible books include:

- *Sunday Under Three Heads*, Timothy Sparks, 1836—first edition.
- *The Posthumous Papers of the Pickwick Club*, Charles Dickens, 1837—signed.
- *Alice's Adventures in Wonderland*, Lewis Carroll, 1865—first edition.
- *A Study in Scarlet*, Arthur Conan Doyle, 1888—first edition and signed.
- *Mardi: and a Voyage Thither*, Herman Melville, 1849—first edition.
- *The Poetical Works*, Edgar Allan Poe, 1852—first edition.
- *The Zankiwank and the Bletherwitch*, Shafto Justin Adair, illustrated by Arthur Rackham, 1896—first edition and signed by Rackham.

If desired, the Keeper may elect to have a more useful book found, such as a minor Mythos tome or otherwise some snippet of Mythos or occult lore handwritten into the margins of a book. The benefits, left to the Keeper to determine, should be relevant to the campaign and current plot; however, if needed, assume +1/+3 Cthulhu Mythos and Sanity loss 1D4+1.

Notable Folk

- Herbert Harden, 45, is the owner with no knowledge of books. He enjoys reading, but has no taste, preferring lurid pulp fantasies.

447 B. F. JONES, HARDWARE

244 E Main Street

Nuts, eyebolts, tools, rope, flashlights, magnets, cable, hooks, pipe, bolt-cutters, all in one convenient location. Owner Ben Jones is happy to equip the needs of anyone who wanders inside—even those who only came in for some nails often find themselves departing with arms full of stuff they didn't realize "would be helpful."

While dynamite, fuses, and denotator caps are available, Jones sells these only to known regulars or those with proof of being from a respectable business—anyone with a crazed look in their eyes or otherwise "strange" in Jones' view are refused sale. Open 8:00 am to 4:40 pm, closed for an hour for lunch, Monday to Saturday.

Behind the storefront is a stockroom filled to the brim, wherein a large security safe houses the explosives. Jones lives in the apartment above. He rarely ventures into the cellar below the store and keeps nothing down there due to a creeping damp and black mold that's taken up residence there.

Notable Folk

- Ben Francis Jones, 49, is the owner and expert at "up-selling" to anyone who enters. Key skill: Persuade 80%.

448 BENSON'S MARKET

276 E Main Street

A long-time business in Arkham, well-known by most, Benson's Market sells fresh fruit and vegetables, dry goods, and general home supplies. While business remains steady, the arrival of **Masse Groceries** (423) means stout competition, which Benson's is finding hard to keep up with, especially concerning its rival's canned goods prices. Open 8:30 am to 5:30 pm, Monday to Saturday.

Notable Folk

- Jasper Benson, 61, is the owner who is quickly becoming obsessed with Masse Groceries and, specifically, how to beat his main street rival.

Look to the Future

At some point, Benson blows his top over his lost profits and inability to win against his rival. He sees the battle of businesses in personal terms and decides to "finish them, once and for all." How Benson does this and what he brings to bear is for the Keeper to determine. Whether it's smashing up the Masse store with a sledgehammer, blowing it up with dynamite, or using some strange spell he's discovered, the options are varied. Perhaps he turns to the **Arkham Coven** (page 51) for help?

449 BARGAIN HOUSE CLOTHIERS

390 E Main Street

Second-hand clothing and home furnishings (rugs, drapes, and so on). An extensive collection of women's, men's, and children's apparel is arranged around the store, with housewares in the center. The shop area continues to the second floor, with storerooms on the third floor and in the basement (although unbeknown to the owner, damp is starting to rise in the basement).

Frequented by penniless students and thrifty Arkham folk, the store is busy on Saturdays but quieter in the week. Stock mainly comes in via estate sales and donations. Open 9:00 am to 5:00 pm, Tuesday to Saturday.

Notable Folk

- Virginia Kinney, 41, is the compassionate manager who lost her husband just six months ago.

450 STEWART'S CARAVAN

211 E Church Street

This store caters to the exciting and popular activity of camping and hiking (much in vogue as motorcar ownership increases). Apart from standard wooden-frame tents (large and small), car-trailer tents are available, as well as folding boats, and other general supplies like cooking equipment, backpacks, stout walking shoes, and compasses. Open 9:30 am to 5:30 pm, Tuesday to Saturday.

Notable Folk

- Gerald Stewart, 32, is the owner with a love of the outdoors.

451 F&M TRAINS & TOYS

233 E Church Street

A recent addition to the area, F&M opened last fall featuring a line of electric trains, square-rigged ships, paper biplanes, chessboards, dolls, wooden and metal toys, and so forth. The store is a child's delight (and popular with fathers of an engineering bent), and often crowded on Saturdays. Open 9:30 am to 6:00 pm, Tuesday to Saturday.

Notable Folk

- Dean Martelle, 35, is the owner who originates from Quebec.
- Clell Flint, 36, is his business partner and maker of wooden toys, who heralds from Scotland.

Strangeness

Clell Flint is something of a folklorist and likes to carve "designs" into the toys he makes and sells. The designs come from Celtic lore and other stories he learned as a child. Back in the old country, some older folk might say that these symbols have power (for good or ill). While most are benign or protective in nature (such as pentagrams), some could have darker connections and, possibly, Mythos associations.

452 CHELSEA HOUSE APARTMENTS

267 E Church Street

A four-story building offering up-market, four- to six-room rented apartments for $65 to $80 a month. All apartments include private bathrooms. In-house service staff clean the rooms daily, while a concierge and doorman cater to specific tenant requests. While the building's superintendent does not live on the premises, he is close by in River-Town, so issues are dealt with within a respectable time.

Notable Folk

- Bobby Sills, 29, Danny O'Bannion's second-in-command, lives on the fourth floor (see **Lucky Clover Cartage Co.**, 412).
- Stanislaw Krol, 34, is the building's happy-go-lucky superintendent; he lives on N Sentinel Street in River-Town.
- Walt Frisbe, 44, is the concierge who knows how to keep a secret.
- Coby Hunter, 38, is the doorman who aspires to being his own boss.

453 MORGAN'S LUNCH CART

Corner of E Church Street & S Peabody Avenue

This food stand operates weekdays only, providing residents, businesses, and passersby with a small range of ready to go snacks and drinks. While some living in the **Chelsea House Apartments** (452) have tried to get the cart relocated to somewhere other than outside their homes, the majority of tenants actually like Morgan and his cart, so he's stayed put (for now).

Notable Folk

- Morgan Autry, 25, is the owner of the cart and a wizard with all manner of sandwiches.

Neighborhood 5: River-Town

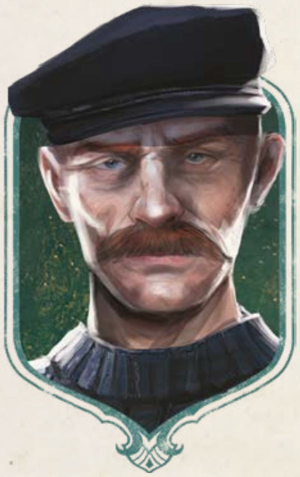
500–599

Bounded by South Peabody Avenue to the west, East Church Street to the south, and the river to the north, this neighborhood lies partially on the northern face of French Hill, sloping steeply toward the Miskatonic River before flattening out at River Street. This is Arkham's old trade district, and while some of the older trades still cling to life, many have ebbed away leaving nothing but empty shells and memories. Long-lived outlets, such as the Arkham General Store, never relocated while Arkham developed and so remain in place here.

Many of Arkham's skilled tradesfolk, whether old natives or relative newcomers, combine homes and shops dotted among the industry and residential streets. There are plenty of jobs for working-class families, with many from the Lower Southside coming here daily to work.

Residential houses are small, modest, or old, and built tightly along the streets (notably along Hill and Sentinel Streets). Most homes lie with their ends to the street, their front doors opening onto small courts or lanes that run between the houses. A sizable proportion of residents tend to be French-Canadian or East European (there is a substantial East-European, particularly Polish, community here), with the population becoming more Euro-Irish as the hill ascends.

501 ARLEY'S BOAT & BAIT



Bert Arley

411 E River Street

Fishing supplies, bait, and boat rental. Arley keeps a handful of rowboats and canoes stacked beside the store and charges $1 a day for rent, throwing in a can of worms to boot. He can service or repair fishing rods and reels for a modest fee. Arley is an old hand at reading the river and knows where the best fishing is to be had, although he is mostly reluctant to share his knowledge with strangers.

As the current on the Miskatonic is usually slow, especially when the tide is in, a relaxing row up and down the river is just the thing for some folk on a summer afternoon. Thus, it's not just fishermen hiring out Arley's boats. In fact, when needed, Arkham's bootleggers rent Arley's boats too. Living in his shack next to his store, Arley knows all the comings and goings on the river.

Notable Folk

- Bert Arley, 47, is the sometimes-abrasive owner.

Historical

A short time back, Arley rented a couple of boats to college students. He didn't know they intended to travel out to **The Unvisited Island** (401), and he certainly didn't know anything about the animal sacrifices. Nevertheless, he was dragged into the subsequent police investigation and, despite his reluctance, will be called to testify in the looming court case against the students.

502 THE SHORE

E River Street

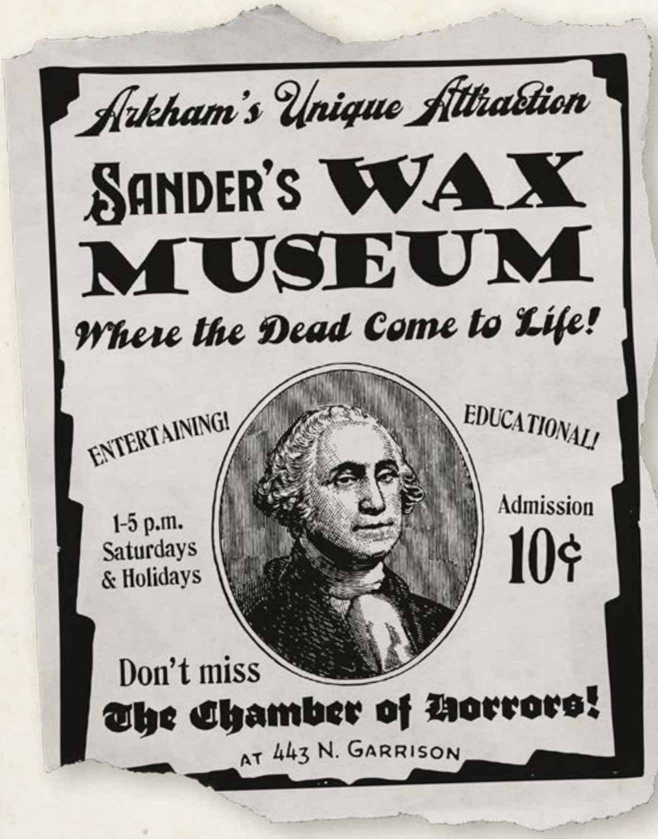
Between the eastern end of River Street and the Miskatonic River stand many empty, long-abandoned mills and tanneries. A handful of businesses eke out an existence, including the last remaining tannery and a couple of mills that have seen better days. Otherwise, the shorefront is now the abode of Arkham's poorest, who live among the crumbling structures. Such folk share the space with "hoboes" passing through and petty criminals lying low from the law. With its twisting dark alleys and foreboding doorways, even the police venture in cautiously and only when a real necessity.

Notable Folk

- Greg the Monster, 29, is an overweight fellow who makes his home here. Actively avoided by any and all, Greg eats whatever he finds: from trashcan delights to unfortunate creatures like rats, mice, and even Arkham's beloved pets. No one knows Greg's real name or where he came from. He frequents the riverbank and wherever he can find edible garbage or something that cannot escape from his flabby grasp. He lives in a culvert that once emptied into the river but was blocked off by later construction. The bony remnants from his frightful and disgusting meals lie at the bottom of the river.

Strangeness

Given Greg's ability to eat pretty much anything, who knows what might happen if he consumes something "of the Mythos." An increase in pet disappearances from River-Town and French Hill homes might point to Greg. Perhaps there's more to his eating habits than first appears, and he's eating only the left-over parts that can't be used in his "great work," whatever that might be. Given his propensity for sudden violence, it seems inevitable that he will eventually attack and murder (and probably consume) some unfortunate person who crosses his path. Alternatively, everything is a terrible rumor and the stories about Greg are untrue—he is a misunderstood victim and a scapegoat—can the investigators look past the rumors and help this poor soul?



Arkham's Unique Attraction

SANDER'S WAX MUSEUM

Where the Dead Come to Life!

ENTERTAINING!

EDUCATIONAL!

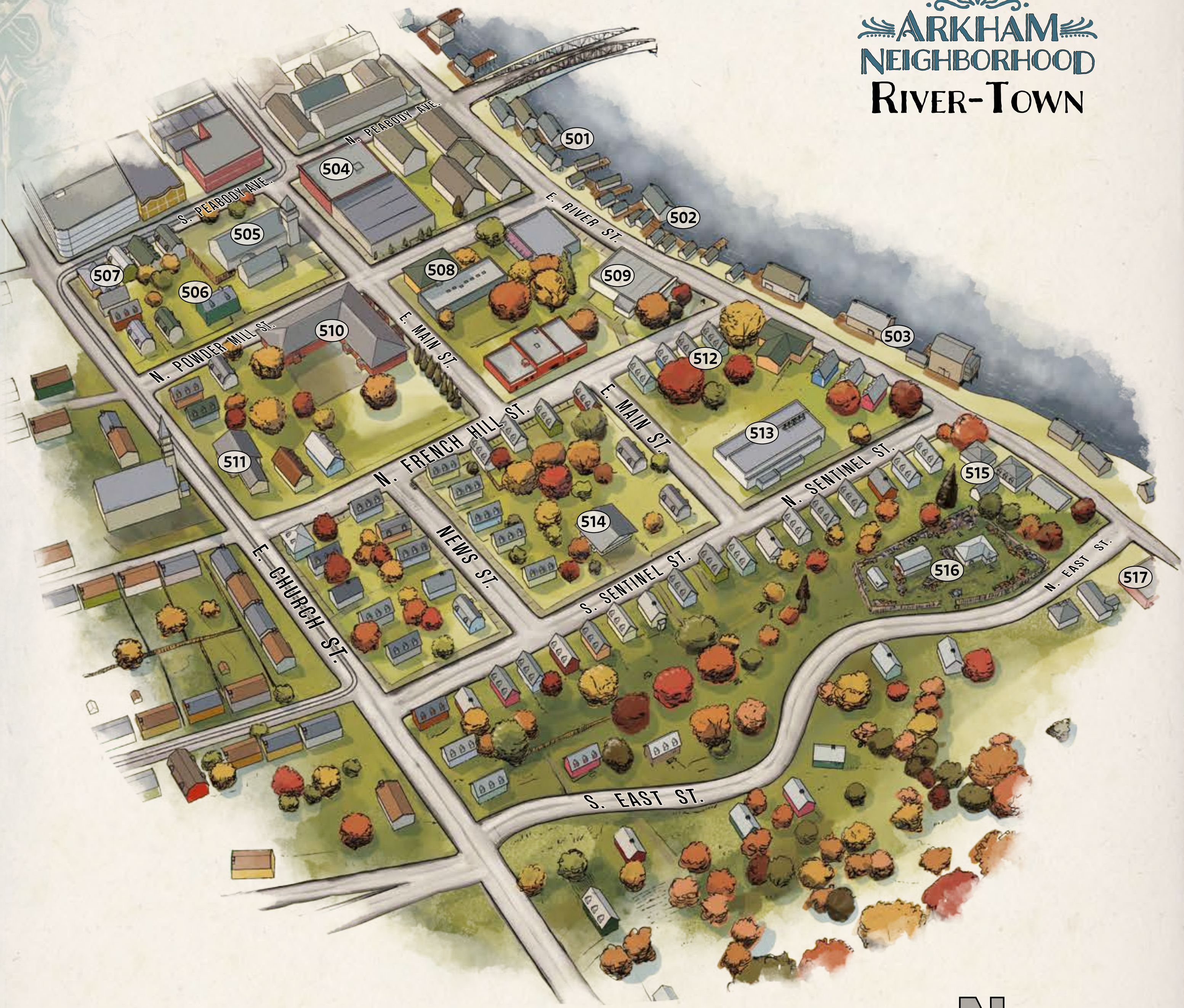
1-5 p.m.
Saturdays
& Holidays

Admission
10¢

Don't miss
The Chamber of Horrors!

AT 443 N. GARRISON

ARKHAM NEIGHBORHOOD
RIVER-TOWN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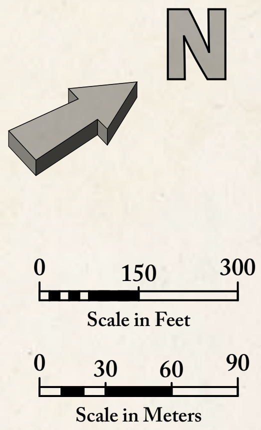
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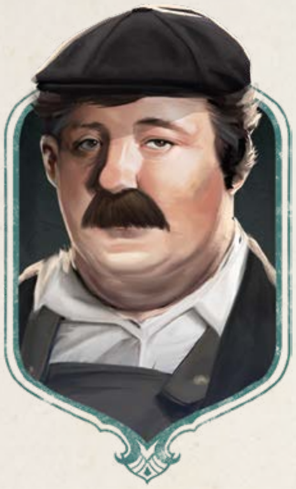
POINTS OF INTEREST

501. Arley's Boat & Bait
502. The Shore
503. Arkham Pulp & Paper Co.
504. Arkham General Store
505. East Church
506. Eleanor Peabody Charity Home
507. Barbershop
508. Arkham Printing
509. Gregor Weilder, Glassblower
510. Arkham East Public High School
511. O'Sullivan's Produce & Grocery
512. Beacon of Hope Settlement House
513. Brother's Shoe Factory
514. G. Schmidt, Glazier
515. Blacksmith
516. Junkyard
517. Dunham's Brickyard



Greg the Monster

Monster or Misunderstood, age 29

STR	70	**APP**	30
CON	60	**POW**	60
SIZ	100	**EDU**	25
DEX	50	**SAN**	53
INT	45		

HP	16
DB	+1D6
Build	2
Move	7
MP	12

- **Description:** overweight, hulking and brooding, with thick, messy dark hair and a bushy mustache. He wears an old great coat, now filthy and muddy.
- **Traits:** unnervingly quiet, and never speaks unless spoken to; all conversation is short and grudgingly given. He may be without remorse or pity—or, alternatively, has a child-like innocence and is incapable of hurting another living thing.

Skills

Intimidate 60%, Listen 65%, Navigate (Arkham) 45%, Stealth 50%, Track 60%.

COMBAT

Attacks per Round: 2 (bite, rip)

	%	*DAMAGE*
Brawl	60% (30/12)	1D3+1D6
Dodge	45% (22/9)	

503 Arkham Pulp & Paper Co.

607 E River Street

Located on the eastern end of the shoreline is Arkham's long-running paper mill. A shadow of its former self, the business is all but bankrupt. Nevertheless, it employs around 30 workers, producing paper of various grades. The sole reason it continues to exist is the lucrative arrangement it has with Arkham's two newspapers to supply newsprint paper; without these long-standing contracts, the business would fold overnight. **Arkham Printing** (508) does buy paper too, but not in the quantities it once did.

Wood and vegetable pulp are still delivered on the river, although the firm uses trucks to deliver paper to business customers. The company premises comprise a loading dock on the river, a pulp mill, a paper mill, a storage warehouse, offices, and a garage for trucks.

Historical

Started in 1823 by Foster Cokeridge, the company grew to prominence in the mid-1800s, but, by the turn of the century, its fortunes had waned, largely due to its rivals across New England—particularly Holyoke in Hampden County, MA, who became the largest paper producer in the world by 1885. Today, the Cokeridge family still owns the paper mill, although it cannot be long before they relent and close up the business, sell out, or face bankruptcy.

EXPLOSIVES

While public consciousness of the threat of anarchism was heightened by the 1901 assassination of President McKinley by Polish anarchist Leon Czolgosz, and the 1920 trial of immigrant Italian anarchists Nicola Sacco and Bartolomeo Vanzetti, whose conviction appeared to instigate a bomb explosion killing over 30 people on Wall Street, New York City, the regulation of explosives in the 1920s was lax.

There are no regulations concerning the purchase of explosives in Arkham, although some suppliers prefer to sell only to reputable and legitimate businesses and known individuals with legitimate reasons for use (such as farmers, to clear away trees, dig ditches, and so on). But, in general, anyone can purchase dynamite.

The storage of explosives is another matter. A town ordinance—dating back to 1866, when a souvenir cannonball from the siege of Petersburg blew away most of Eliot Olney's mantelpiece, chimney, and bedroom wall—regulates the storage of explosives in Arkham, unless authorized for sale or use in demolition/construction, to a maximum of three pounds within town limits; a stick of dynamite weighs approximately half a pound (0.22 kg), so keeping six sticks just scrapes inside the rules. Beyond the town, there is no limit on storage, with farmers able to keep a "healthy" supply on hand.

Note: Keepers faced with the dynamite-throwing antics of particular groups of investigators may call upon the wisdom of Arkham's councilmen to change the local ordinance and lower the amount of dynamite that can be stored, perhaps to zero if serious explosions have occurred in town. Such investigators have only themselves to blame...

Notable Folk

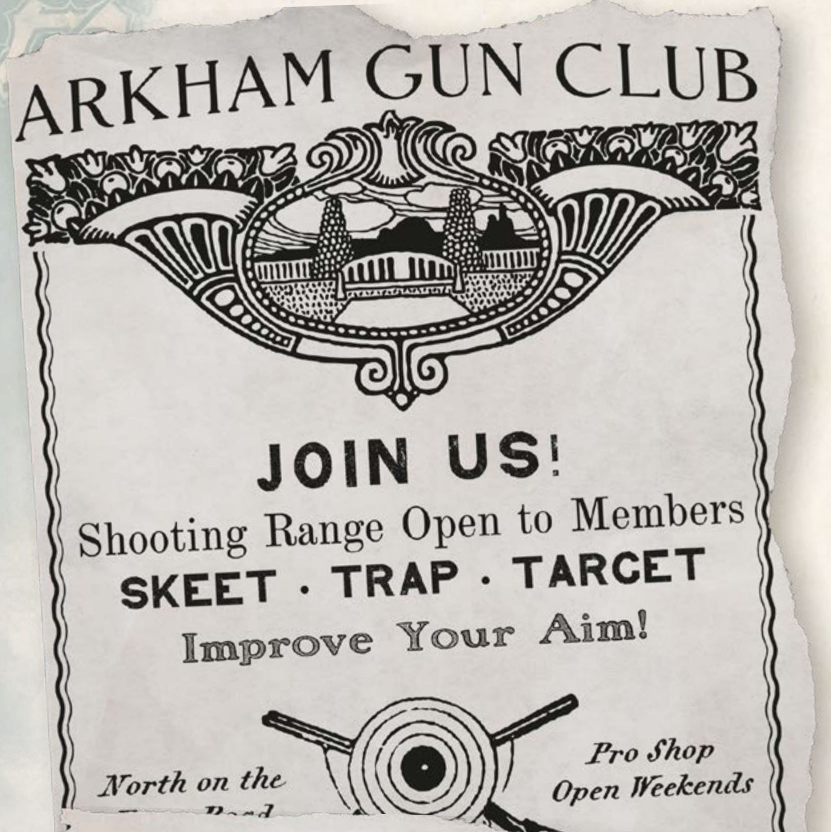
- Brady Cokeridge, 32, is the great grandson of Foster Cokeridge and presently the co-owner of the company.
- Jackson Cokeridge, 32, is the identical twin-bother of Brady and co-owner. Like his twin, Jackson has little in the way of business acumen.

504 ARKHAM GENERAL STORE

421 E Main Street

This store has been meeting people's grocery and houseware needs since last century. The usual range of goods is available for purchase over the counter, along with a moderate range of firearms and ammunition, and dynamite (see **Explosives**, nearby). Open 6:00 am to 6:00 pm, Monday to Saturday.

Besides the general merchandise, the store is a major outlet for bootleg liquor supplied by Danny O'Bannion's criminal enterprise (**Lucky Clover Cartage Co.**, 412), as well as keg beer from a few local homebrewers (the beer is less profitable than liquor, so is unimportant to O'Bannion), which tends to be sold to various MU fraternities.



ARKHAM GUN CLUB

JOIN US!

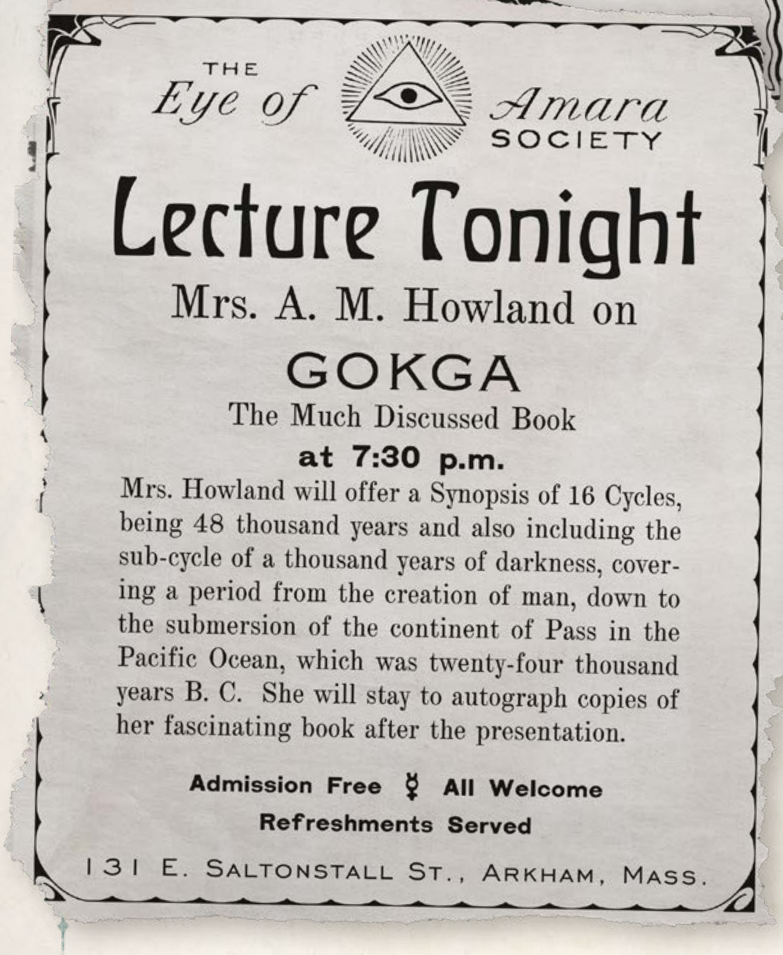
Shooting Range Open to Members

SKEET · TRAP · TARGET

Improve Your Aim!

North on the

Pro Shop
Open Weekends



THE
Eye of Amara
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Lecture Tonight

Mrs. A. M. Howland on

GOKGA

The Much Discussed Book

at 7:30 p.m.

Mrs. Howland will offer a Synopsis of 16 Cycles, being 48 thousand years and also including the sub-cycle of a thousand years of darkness, covering a period from the creation of man, down to the submersion of the continent of Pass in the Pacific Ocean, which was twenty-four thousand years B. C. She will stay to autograph copies of her fascinating book after the presentation.

Admission Free ☿ All Welcome
Refreshments Served

131 E. SALTONSTALL ST., ARKHAM, MASS.

Notable Folk

- Rider Adams, 48, is the genial proprietor.
- Opal Rossini, 26, is a counter assistant and knows all the town's gossip.

505 EAST CHURCH, THE

444 E Main Street

This 1842 brick structure, owned by Miskatonic University, serves as the University Chapel. Nondenominational services are held on Sundays for the student and academic body. Many locals use the spire to mark the boundary of River-Town and the Merchant District. Thus, the spire is a useful navigation aid for those new to Arkham.

Notable Folk

- Cecil Leach, 34, is the newly appointed young preacher.

506 ELEANOR PEABODY CHARITY HOME

173 N Powder Mill Street

A charity home for the destitute elderly. Residents receive three meals a day and their general welfare needs are met. The home can cater for around 30 residents, with a staff of 14 caregivers, cooks, and cleaners. They serve meals in a communal dining room, and there is a day room where activities are held. The home and its work are funded by the late Eleanor Peabody's estate.

Notable Folk

- Harriet Nickels, 44, is the home's manager; an ex-nurse who runs the place with military-like precision.
- Biddy Landers, 36, the sympathetic head cook.

Strangeness

The building was once the home of Geoffrey Sallow, an inventor who rose briefly to fame in the early 1800s, although whose name is now all but forgotten. When the Peabody estate took over the property, they cleared the house, and, during this time, at least two secret rooms were discovered that were then converted into open spaces for the rest home. Some believe that Sallow had other secret rooms or passageways in his home, although efforts to uncover more hidden spaces have proved fruitless (so far). It is also rumored that before his death, Sallow was working on some very strange projects, but evidence of these have also never been found.

507 BARBERSHOP

403 E Church Street

Marked by the red and blue barber's pole outside, here is where many of Arkham's gentlemen come to get their hair cut and enjoy a wet shave while discussing the news of the day. Something of a male retreat from the chaos of modern life, the interior smells of cherry-flavored pipe tobacco. The furnishings are plush, with leather-backed chairs, potted plants, marble counters, and a congenial atmosphere. Open 8:00 am to 6:00 pm, Monday to Saturday, closed Tuesday mornings.

Notable Folk

- Willie Levard, 56, is the affable proprietor and head barber.
- Alexander Munn, 27, is one of the barbers and recently employed.
- Atoy Wooten, 14, helps to keep the place clean with his broom and wants to become a barber one day.

Strangeness

Like a few other places where people gather to socialize, the barbershop can be a place to hear the current gossip and rumors concerning Arkham. Indeed, Willie Levard has a disarming way of asking questions, causing most folk to blurt out things they wouldn't normally share.

508 ARKHAM PRINTING

106 N Powder Mill Street

This firm specializes in printing flyers, stationery, business cards, and so on, and can provide fast and efficient service. Whether black on white printing or four-color lithography, customers can bring in their own designs or have one made for them in-house. Large printing presses are always on the go in this busy workplace.

Notable Folk

- Raymond Rapp, 57, is the owner and handles most sales and inquiries.
- Annette Barker, 24, is a machine operator and the singer and piano player in the **River-Town Five** (page 222).
- Lysander Wisher, 26, is a machine operator and the drummer in the River-Town Five jazz band.

509 GREGOR WEILDER, GLASSBLOWER

191 N French Hill Street

From glasses to vases and ornaments, Gregor Weilder learned to blow glass in Europe before moving to the States nearly 30 years ago. Since then, he's made his home in Arkham and raised a family. Next to his workshop and furnace is a small shop selling his creations. He and his family live in the rear portion of the building.

Notable Folk

- Gregor Weilder, 59, is the master artist; he is a stout and powerful man who speaks with a thick middle-European accent. Key skills: Art/Craft (Blow Glass) 85%.
- Antoni Weilder, 18, is Gregor's son and is learning the family trade.

Strangeness

A few years ago, a man came to Gregor with some elaborate and fanciful designs and wanted these fashioned in glass. While initially skeptical, Gregor was won over by the large amount of money the man offered and so agreed to the job. Not two days later, before he could begin working on the designs, Gregor saw a photograph of the man in the **Arkham Gazette** (110) and read that he had died in mysterious circumstances. With the money not yet paid, Gregor never completed the work and the man's curious designs were stuffed into a box. What the finished glass designs were meant for, or their purpose is unknown, although from time-to-time Gregor gets out the designs and studies them. Perhaps one day he will make them just to satisfy his curiosity—who knows what might then happen?

510 ARKHAM EAST PUBLIC HIGH SCHOOL

550 E Main Street

Arkham's second high school, catering to grades 9–12 (ages 14 to 18), it possesses an ethnically-diverse student body. Established in 1902, it maintains a heated rivalry with the more snobbish **Arkham Public High School** (603). The school's athletic team's name is the "Musketeers." Currently, the school provides education for approximately 400 children.

SONS OF TIPPERARY

The Sons of Tipperary meet weekly to gossip and socialize, as well as mull over any trouble or issues facing Arkham's Irish community. While the men here have no official authority, they do carry weight in the community and set the tone in terms of their deliberations and judgements.

On meeting nights, the upper-story room is packed with older men; the air is filled with pipe and cigarette smoke, and bootleg whiskey flows freely. As well as a dart board and a card table, a radio often broadcasts sporting events to the often-raucous enjoyment of those in attendance.

Should significant events or people trouble the Irish community, it is the Sons who will debate and summarily rule on what should happen to take care of the matter. It is not unusual to find some of Arkham's Irish police officers here. The Sons also enjoy good relations with the O'Bannion's crew, getting all their alcohol directly from the **Lucky Clover Cartage Co.** (412).

Notable Folk

- Killian Sweeney, 67, is the nominal leader of the Sons of Tipperary; most look to him to solve their problems. He's a hard-drinking, strong-minded, and forcefully spoken man who takes offense easily.

Notable Folk

- Joel Manton, 35, is the principal who later accepts the post of Superintendent of Schools in 1926.

Strangeness

Joel Manton (180 W Lich Street) was a friend of the now-missing Randolph Carter. It was Manton who sat with Carter in the **Old Wooded Graveyard** (402) when they were attacked by the **Unnamable Monster** (page 124) from the **Old Crossham House** (404) on Boundary Street.

Manton is reluctant to talk to anyone about his experience; more so, as he can't actually remember much of the details. Hypnotism may be the only means to help Manton fully recover the memories of the event, although his willingness to do so is assumed to be rather limited.

511 O'SULLIVAN'S PRODUCE & GROCERY

505 E Church Street

A fruit and vegetable store selling fresh produce and some dry goods. Customers are primarily from Arkham's Irish community, who tend use the premises as a gathering place for news and gossip. Above the store, and accessible through a door leading to a staircase in the back, is a small meeting room used by the **Sons of Tipperary** (see box above) an Irish men's social club. The store is open 7:30 am to 3:30 pm, Monday to Saturday.

Notable Folk

- Brody O'Sullivan, 48, is the hard-working and industrious owner.
- Fiona O'Sullivan, 49, is Brody's wife and has a head for numbers, and is the one who really runs the business.

512 BEACON OF HOPE SETTLEMENT HOUSE

508 E River Street

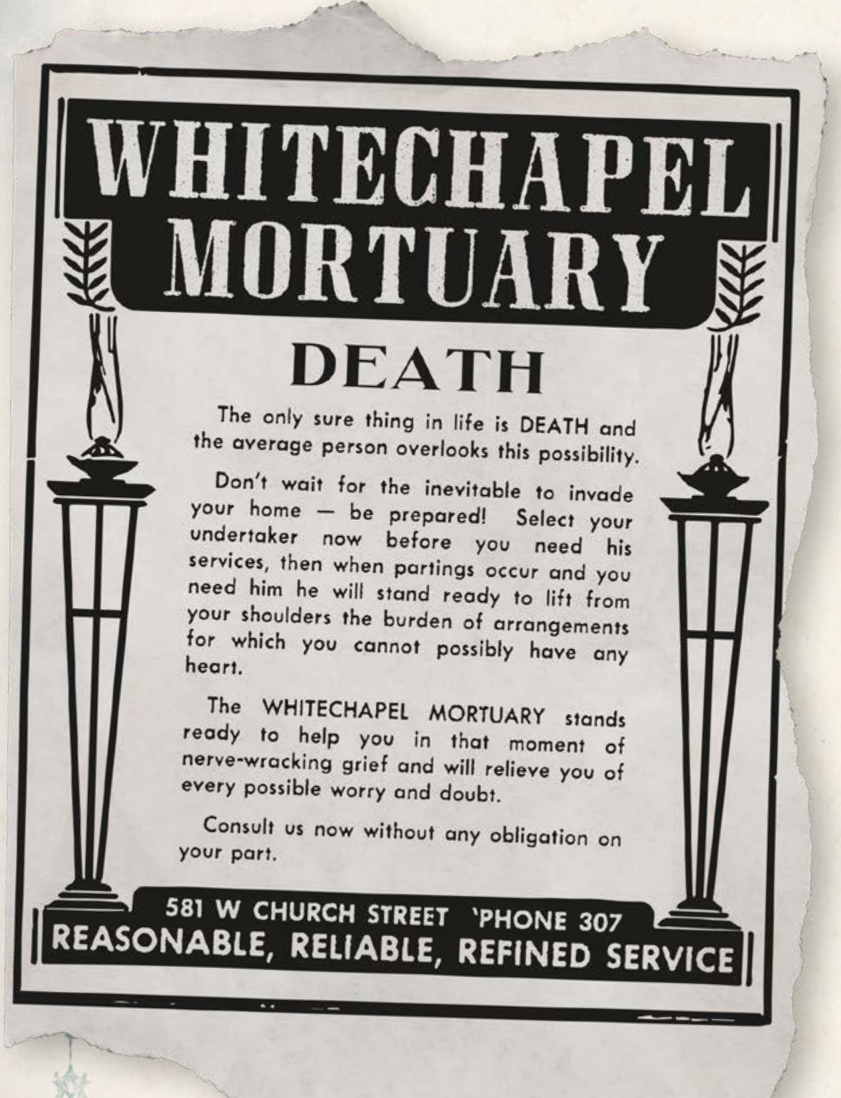
A Baptist charity for the destitute, a person can shelter here until finding work. One communal room is for men, and another is for women. They provide prayers, supper, a blanket, and a cot. Those staying must abide with the house's rules concerning attending prayers, keeping to appointed hours, and abstaining from alcohol. The house can accommodate ten men and ten women, although more are possible in times of need.

Notable Folk

- Maida O'Neal, 45, oversees female residents; she is a kind-hearted soul.
- Winston Webber, 47, oversees male residents; he has a less than kind soul.

Useful

This establishment makes an excellent (if unappealing) hideout for those lying low, although the police occasionally call here to learn who's new and keep tabs on known criminals.



WHITECHAPEL MORTUARY

DEATH

The only sure thing in life is DEATH and the average person overlooks this possibility.

Don't wait for the inevitable to invade your home — be prepared! Select your undertaker now before you need his services, then when partings occur and you need him he will stand ready to lift from your shoulders the burden of arrangements for which you cannot possibly have any heart.

The WHITECHAPEL MORTUARY stands ready to help you in that moment of nerve-wracking grief and will relieve you of every possible worry and doubt.

Consult us now without any obligation on your part.

581 W CHURCH STREET 'PHONE 307

REASONABLE, RELIABLE, REFINED SERVICE

513 BROTHER'S SHOE FACTORY

167 N Sentinel Street

Producing shoes and boots for men and women, this busy factory employs large numbers of people from across Arkham's working-class, both male and female, with African-American workers making up nearly one-third of the workforce. The numerous machines, not to mention the hammering, make this a noisy place to work. It can be a dangerous place due to the ever-present threat of machinery fire—a hazard that caused numerous New England shoe factories to burn to the ground. The work itself is physically exhausting and the noise wears on your nerves.

Notable Folk

- Claude Pitts, 58, is the avaricious owner.
- Dorothy Barnhill, 27, is employed here as a machine operator; she is also the double bass player in the **River-Town Five** (page 222).

514 G. SCHMIDT, GLAZIER

137 N Sentinel Street

Removal, fitting, and cutting of glass, Gunther Schmidt and his crew provide their services for Arkham's homes and businesses when accidents occur. The firm's main work, however, is supplying and fitting glass to new-build offices and houses; thus, it has solid connections to a range of contractors within and outside of Arkham. The firm's specialty is the construction and restoration of stained glass, and such artworks grace numerous churches and homes across Essex County, including three of Arkham's churches.

The firm's ground-floor premises are filled with glass panes of all manner of sizes, scaffolding, and ladders, as well as glass-cutting equipment. A small office (more like a cozy shed) sits inside the front of the warehouse. Schmidt has two trucks, specially fitted to transport large panes of glass.

Schmidt and his family live on the upper floor of the building with a set of steps at the side of the property proving private access.

Notable Folk

- Gunther Schmidt, 48, is the owner and a master glazier. Key skills: Art/Craft (Glazier) 80%, Art/Craft (Stained Glass) 85%.
- Jonah Randol, 31, is a glazier and plays trumpet and trombone in the **River-Town Five** (page 222).
- Theophilos Pickney, 24, drives the trucks and is a general handyman, as well as playing clarinet and tenor saxophone in the River-Town Five.

History

Schmidt emigrated to Arkham shortly after the end of the Great War. He is a skilled craftsman, trained in stained-glass design and construction. While he mostly works to the designs of his clients, he enjoys creating magnificent stained-glass pieces of his own design.

Strangeness

Schmidt keeps a lookout for house sales and demolition work, particularly if they concern grand old New England homes or religious buildings. Occasionally, such places have stained glass pieces that he can purchase and restore. In his time, he has seen a handful of rather unusual "windows" crafted with bizarre arrangements of colored glass or else presenting weird "art." On one occasion, when he ventured to look through such a piece, he fancied he saw a strange landscape beyond, which sent an icy shiver down his spine and caused him to suffer awful nightmares for some days after.

515 BLACKSMITH

610 E River Street

Though he doesn't shoe as many horses as he used to, semi-retired Jacob Asker still does a lot of trailer hitches and other ironwork to order. People know that they can get quick service from him and that his hasps, gates, and tongues either last or get fixed for free.

Asker's forge is on the eastern side of this property, and where he conducts his trade. Thus, fuel for the forge is nearby, with tools and other supplies kept inside the forge building. He and his family occupy a house on the western side of his land, while to the south is small paddock block where Asker keeps four saddle horses, which he rents out from time to time.

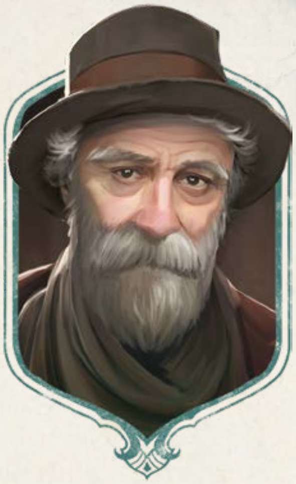
Notable Folk

- Jacob Asker, 61, is a master blacksmith and a proficient horse wrangler too.
- Max Asker, 22, is his eldest son, who is trying to learn the family business.

516 JUNKYARD

211 N East Street

This junkyard is filled with all manner of machinery, tools, metal, wood, architectural fittings, furniture, and more. Folks come here when looking for a second-hand fireplace surround, floor tiles, chairs, and so on. You never quite know what you might discover here, hidden away and gathering dust.


Hiram the Junkman

Hiram (no one seems to know or remember his last name) has been here for some 40 years, and he and his horse are well-known throughout Arkham. Every day except Sunday, they plod along the town's alleys and back streets, ever vigilant for "sellables." He also hauls trash to the town dump for a small fee.

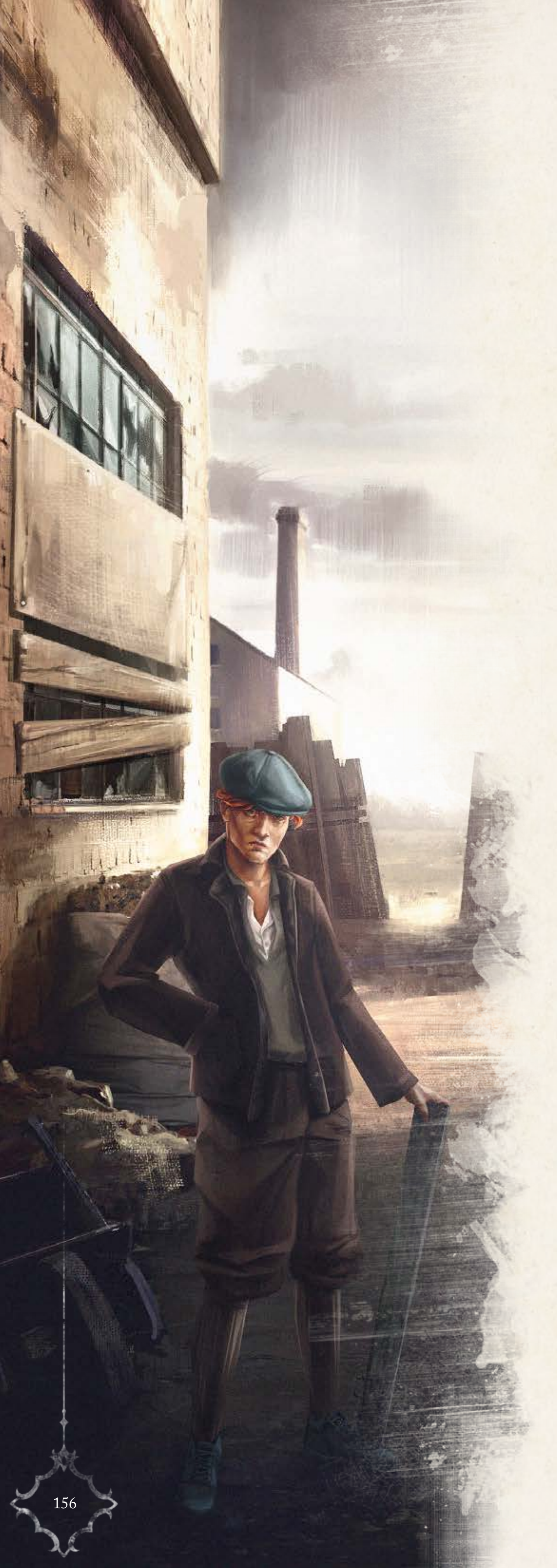
Useful

Depending on what an investigator may be looking for, a Luck roll can usually determine if they can find it amidst Hiram's junk. Particularly rare items might impose a penalty die to the roll. Of course, a Keeper can forego such a roll and just decide if the sought-after item is there or not. Hiram is shrewd, raising the price of certain "hard to find" items when a customer clearly and strongly needs or desires them. He is happy to barter though (Hiram has Psychology 60%) and looks kindly on those who bring him a bottle of peach brandy, his favorite tipple.

Notable Folk

- Hiram, 60, is the owner. He poses as a dolt but is quite intelligent and knows when someone is trying to scam him.
- Nessie, his horse, wears a hat with holes cut for her ears.

Schmidt's Unusual Glass-Blown Items



Strangeness

In the 40-odd-years he's ridden the byways of the town, Hiram has witnessed many strange things and found even stranger things in certain people's trash—which he may "remember" for a small fee. He also knows some details about the local bootlegging operation, and his regular inspection of folks' garbage tells him who Danny O'Bannion's (**Lucky Clover Cartage Co.**, 412) best customers are.

517 DUNHAM'S BRICKYARD

700 E River Street

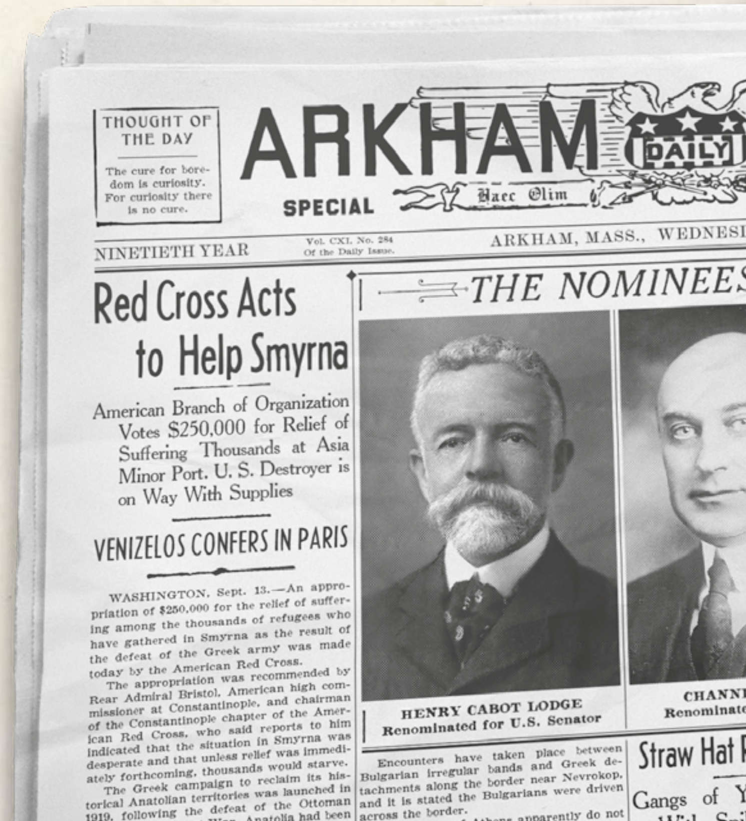
Closed since 1912, the brickyard was once second only to the Miskatonic University as Arkham's largest employer. Over the last ten or so years, the yard has become a derelict place with its buildings boarded up and decaying. It is now home to a youthful gang of criminals called the Finns who use the most intact shack in the yard as their headquarters.

Those wandering around the site, especially at night, are likely to accosted by at least one gang member, who will first attempt to scare them off, or else—and if they look moderately wealthy—try to mug them. Those who show up looking for trouble will easily find it here.

Historical

The Finns are at the low-end of Arkham's criminal fraternity, having come together just a handful of years ago: a street gang that has yet to evolve into anything more organized. They follow O'Bannion's operations with great interest and look up to him in an idealized manner. Occasionally, someone in O'Bannion's crew uses members of the Finns to carry out a job (usually theft or robbery), and this is a great way for up-and-coming members to get the attention of, and potentially be recruited by, the "grown-ups" league.

Gang members indulge in petty thievery and occasional burglary, but there's no fence in Arkham who'll trust these kids (yet). Thus, they mostly loiter on corners and in vacant lots to talk and posture.



THOUGHT OF THE DAY

The cure for boredom is curiosity. For curiosity there is no cure.

ARKHAM DAILY

SPECIAL

Haec Olim

NINETIETH YEAR

Vol. CXI. No. 284
Of the Daily Issue.

ARKHAM, MASS., WEDNESI

Red Cross Acts to Help Smyrna

American Branch of Organization Votes $250,000 for Relief of Suffering Thousands at Asia Minor Port. U. S. Destroyer is on Way With Supplies

VENIZELOS CONFERS IN PARIS

WASHINGTON, Sept. 13.—An appro-
priation of $250,000 for the relief of suffer-
ing among the thousands of refugees who
have gathered in Smyrna as the result of
the defeat of the Greek army was made
today by the American Red Cross.
The appropriation was recommended by
Rear Admiral Bristol, American high com-
missioner at Constantinople, and chairman
of the Constantinople chapter of the Amer-
ican Red Cross, who said reports to him
indicated that the situation in Smyrna was
desperate and that unless relief was immedi-
ately forthcoming, thousands would starve.
The Greek campaign to reclaim its his-
torical Anatolian territories was launched in
1919, following the defeat of the Ottoman
Anatolia had been

THE NOMINEES

HENRY CABOT LODGE
Renominated for U.S. Senator

CHANN
Renominate

Encounters have taken place between
Bulgarian irregular bands and Greek de-
tachments along the border near Nevrokop,
and it is stated the Bulgarians were driven
across the border.
apparently do not

Straw Hat

Gangs of Y

Finns' Rivalry

The Finns consider the area around the brickyard as their turf. They tend to keep to River-Town and the northern parts of the French Hill neighborhood as these are where they feel the safest, due to their own-going rivalry with the Rocks, a gang of Italian youths that congregates around the **Southside Gym** (717) on South Sentinel Street. Members of both gangs hang out in **Art's Billiards** (220), which they consider neutral ground, although that hasn't stopped the occasional fight breaking out around the billiards tables.

Typical Finn-Boy, Street Punk

- **Description:** aged from 13 to 17, white of Irish heritage, dressed in knickerbockers (baggy-kneed breeches), shirt and tie, and wearing a flat cap.
- **Traits:** arrogant, slothful, opportunistic, and reckless.

STR	55	**APP**	55
CON	70	**POW**	55
SIZ	35–50	**EDU**	35
DEX	70	**SAN**	55
INT	60		

HP	10–12
DB	0
Build	0
Move	9
MP	11

Skills

Climb 55%, Fast Talk 45%, Intimidate 35%, Navigate (Arkham) 55%, Stealth 40%, Strut Nonchalantly 80%, Spot Hidden 35%, Throw 45%.

COMBAT

	%	*DAMAGE*
Brawl	40% (20/8)	1D3 or knife 1D4
Throw rock	45% (22/9)	1D4
Dodge	40% (20/8)	

ADVERTISER

Meminisse Juvabit

EDITION

TODAY'S WEATHER

Crisp and clear all day. Chance of rain tonight.

DAY, SEPTEMBER 13, 1922.

Price Three Cents on Newsstands. | Delivered by carrier 15c a week.

FOUR PAGES

LODGE, COX, FITZGERALD AND GASTON NOMINATED

Sweeping Victories Won in State Primaries Held by Both Parties Yesterday. Republicans Name Fuller for Lieutenant Governor, Cook for State Auditor and Benton for Attorney General. Doherty Wins Three-Cornered Democratic Fight for Lieutenant Governor.

PELLETIER WINS IN SUFFOLK

BOSTON, Sept. 13.—Senator Henry Cabot Lodge and Governor Channing H. Cox were renominated by the Republicans in the primary yesterday by votes of three to one over their opponents. Complete returns tabulated after the last town had finished its count of the ballots late this forenoon showed that the Senate leader had received 209,577 votes to the 68,437 for Joseph Walker, former progressive and former speaker of the Massachusetts

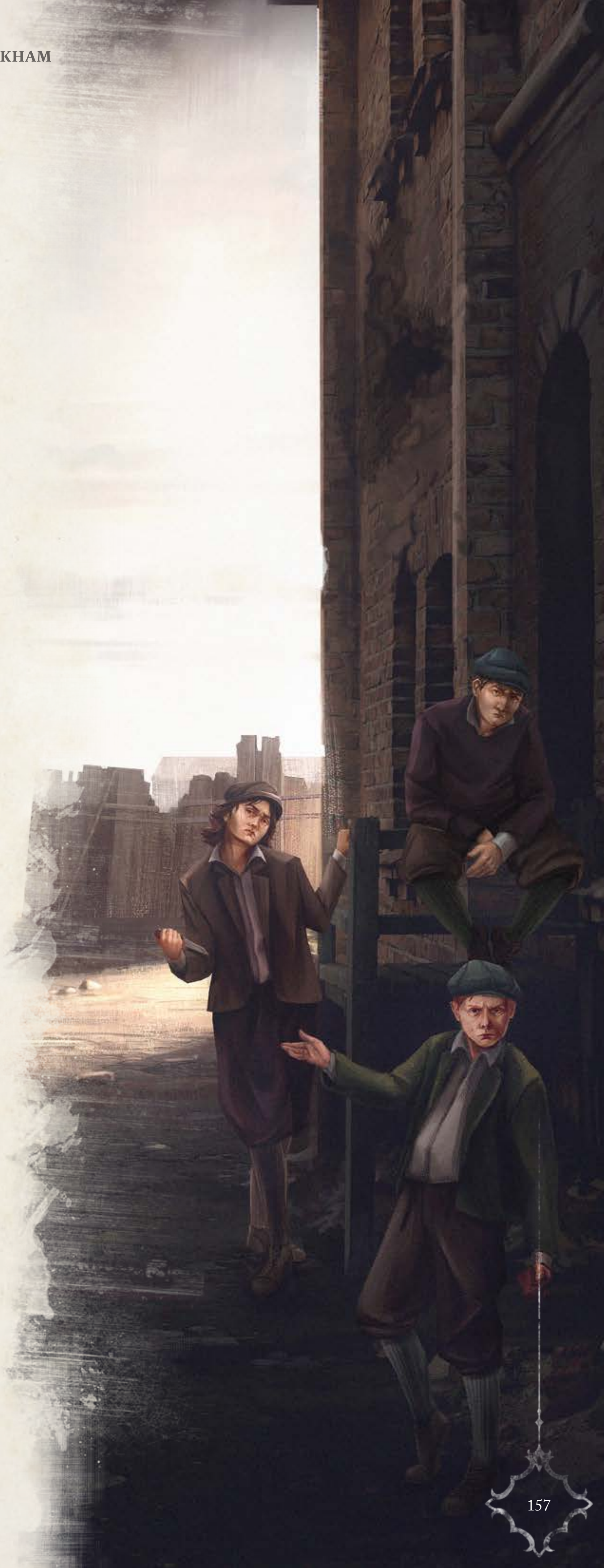
The Vote of Mass. Complete

Republican Governor	
Cox	210,936
Allen	73,682
Republican Lieut. Gov.	
Fuller	176,773
Warner	102,676
Republican Auditor	
Cook	140,840
Baker	98,610
Republican Atty. Gen.	
Benton	114,747
Wilson	59,392
Donnell	31,043
Cavanaugh	21,404
Drury	16,373
Bodfish	11,220
Republican Senator	
Lodge	209,577
Walker	68,437
Democratic Governor	
Fitzgerald	89,222
Sullivan	53,641
Ely	17,054
Foss	13,702
Democratic Lieut. Gov.	
	62,040

NG H. COX
d for Governor

Riots in N.Y.C.

Young Hoodlums
d Sticks Ter-



Neighborhood 6: Campus

600–699

The Campus is Arkham's showplace neighborhood. Landscaped and kept immaculately clean, the university grounds are (usually) a calm retreat from the hubbub of Arkham's commercial and housing areas, as well as a cool and shady place for a walk in the summertime. Almost all the university's buildings are found here, including the hospital and student halls of residence.

The neighborhood lies south of the Merchant District (West Church Street), north of Uptown (West Pickman Street), and runs west to Hill Street and east to South Garrison Street. Like the Merchant District, the Campus is on low ground that noticeably climbs only south of College Street.

North of Crane Street and west of West Street stands a block of substantial residential homes, designed in the Georgian/Federalist style. Many of these large homes are no longer residences but are maintained as offices by the university or other organizations. Thus, this block is a particularly well-groomed area of the Campus. Similarly, College Street contains, besides some campus buildings, many old homes that have subsequently been converted into apartments and boarding houses, where live most of the junior and senior men who belong to MU's fraternities.

West of Boundary Street and running out to Hill Street are blocks of older (some 17th century) and more modest residences, Hill Street itself is an unlit dirt road underlain by a foundation of ancient rotting timbers that poke up through the road in places. The residents here lack sewers and draw water from one of three public wells along the street. This very rustic section of town contains many homes, and the families of the inhabitants have lived in them for ten generations and more, some even dating back to the first settlement of Arkham.

601 MISKATONIC VALLEY VETERANS' HOME

224 Boundary Street

A place of rest for those injured in war, be they veterans of the Spanish-American War or the Great War. Whether physically or mentally injured (or both), the home caters to those with particularly grievous scars, such as triple and quadruple amputations, devastating shrapnel and facial wounds, and those whose bodies were incapacitated by poison gas. Many also suffer mental trauma ("shellshock") and have retreated here from the world. Most are unlikely to ever return to their former lives. Passersby may glimpse the residents, drifting ghost-like across the windows.

The home, supported by community and church funds, is run by Dr. Frederick Henks, himself a veteran of the war and who possesses his own, albeit less severe, scars from the experience. Henks is assisted by a team of six nurses, five orderlies, and a cook. From time to time, medical students from the university provide relief and assistance.

Notable Folk

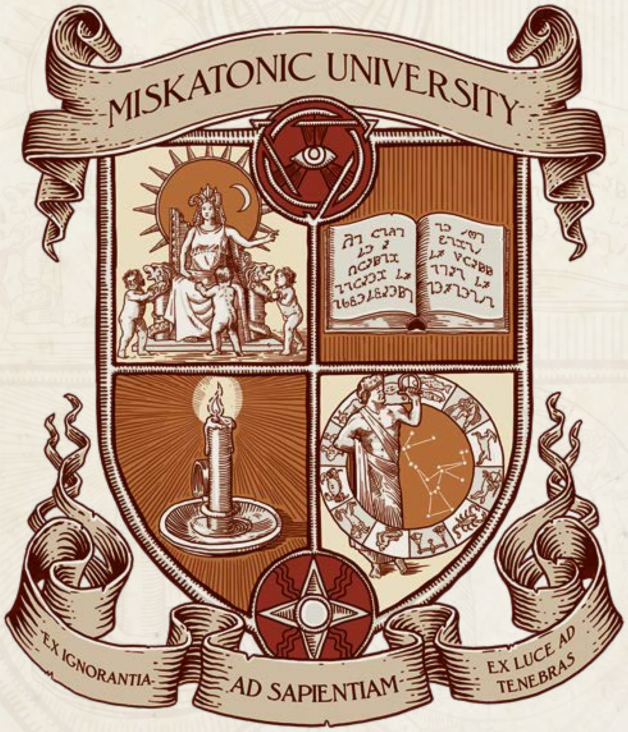
- Dr. Frederick Henks, 36, manages the home and tends to the residents' care.

MISKATONIC UNIVERSITY: FACT FILE

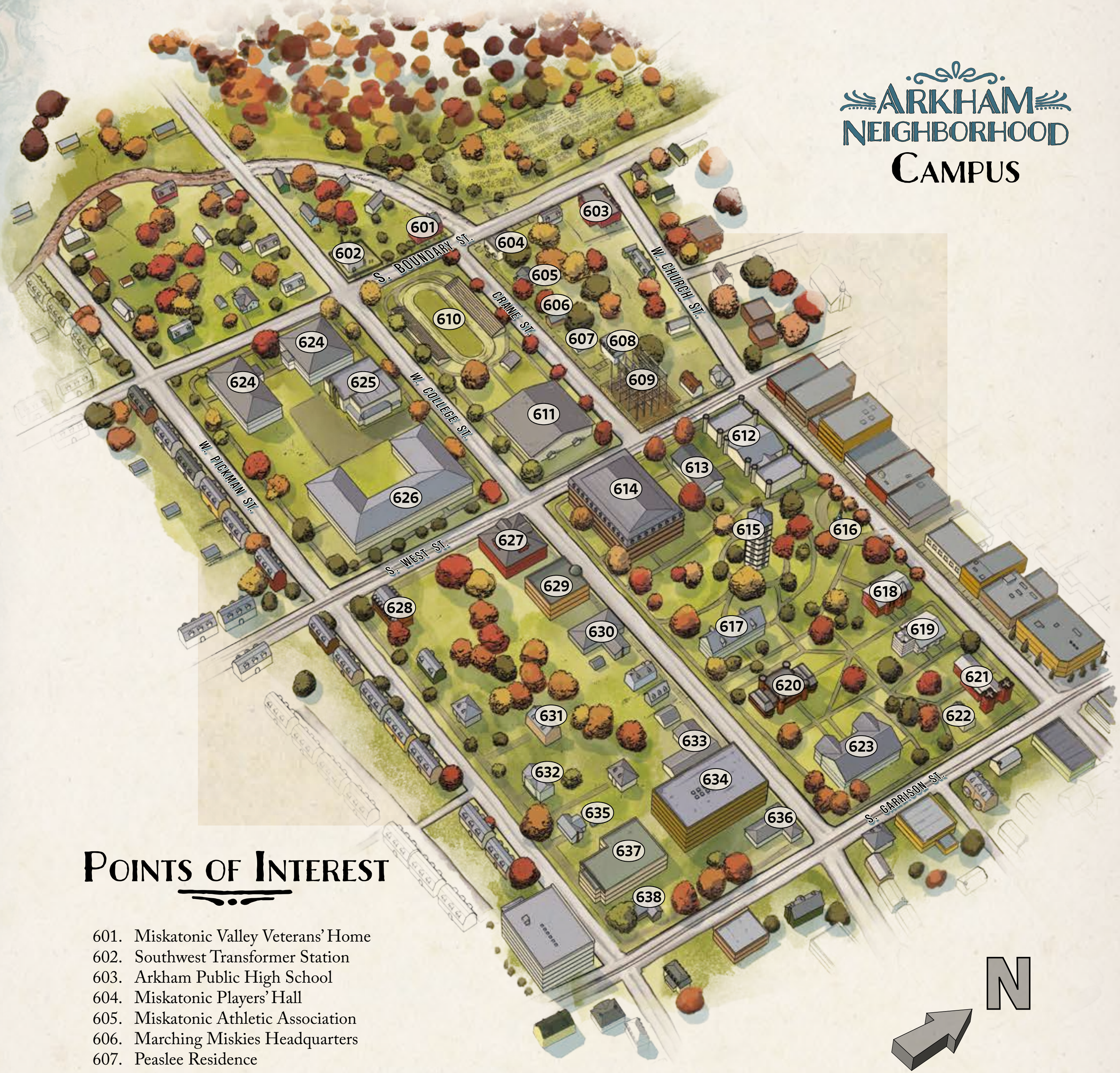
Founded: 1690 (as Arkham College)
Emblems: the Eye of Providence, the Book of Wisdom, and the Light of Truth
Mascot: badger
Colors: purple and black
Motto: "*Ex Ignorantia Ad Sapientiam; Ex Luce Ad Tenebras*" (*Out of Ignorance into Wisdom; Out of Light into Darkness*)
Song: "Oh, Proud Miskatonic!"

President: Dr. Seymour Addleson
Vice-President: Dr. David Edmund

Board of Trustees
Lawrence Derby III
Rudy Hunter
Bascom Jones
Richard Ward



ARKHAM NEIGHBORHOOD
CAMPUS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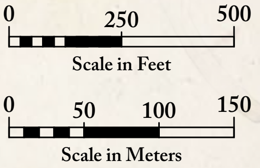
S. BOUNDARY ST.
CRANE ST.
W. CHURCH ST.
W. COLLEGE ST.
W. PICKMAN ST.
S. WEST ST.
S. GARRISON ST.
N

POINTS OF INTEREST

601. Miskatonic Valley Veterans' Home
602. Southwest Transformer Station
603. Arkham Public High School
604. Miskatonic Players' Hall
605. Miskatonic Athletic Association
606. Marching Miskies Headquarters
607. Peaslee Residence
608. Whitechapel Mortuary
609. Jonathan Edwards Hall
610. Athletics Track & Field
611. Axton Field House
612. Science Hall
613. Charles Tyner Science Annex
614. Robert Carter Memorial Hall
615. Copley Memorial Bell Tower
616. Statue Lawn
617. West Dormitory
618. George Locksley Hall
619. Dorothy Upman Hall
620. East Dormitory
621. Derby Hall
622. President's House
623. Orne Library
624. College of Medicine
625. University Laundry & Steam Plant
626. St. Mary's Teaching Hospital
627. University Exhibit Museum
628. Arkham Bees House
629. Hoyt Administration Building
630. Eli Hall (School of Law & Business)
631. Sigma Tau Alpha Gamma House
632. Packer House
633. Pleasant Café
634. Hotel Miskatonic
635. Society for the Prevention of Cruelty to Animals (SPCA)
636. University Bookstore
637. Harriet Botsford Hotel for Women
638. Nook Ends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Scale in Feet
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50
100
150
Scale in Meters

MISKATONIC UNIVERSITY: A HISTORY

Nearly as old as the town of Arkham itself, Miskatonic University is 232 years old as the 1922/23 academic year begins. Arkham's founders moved quickly to establish an outpost of higher learning and, in 1690, the Great and General Court of Massachusetts chartered the "College of the Miskatonick Vallye upon the petition of the townes and parishes of Arkham, Kingsport, & Newe Salem." The school was housed in the Congregational parish house on French Hill, and soon came to be called Arkham College.

By 1740, the faculty and student body had grown too large for the parish house, and parishioners complained that the doings of the school had begun to interfere with the activities of the church. In 1747, Elder Marsh of Innsmouth, a proud Arkham College alumnus, donated money for the construction of a new school building. Land was purchased on High Street near the village common, and a new two-story structure was completed. By 1750, the college had left the parish house completely.

The economic boom of the 1760s saw renewed vigor that translated into further developments for the college. When Jeremiah Orne passed away in 1764, he left a substantial bequest as well as an extensive personal library to the college, provided that the school was reorganized in a rationalist fashion. Thus, the institution was transformed into the Miskatonic Liberal College, with its site moved to a new building on Edge Street. Francis Derby and George Locksley, lifelong friends of Jeremiah Orne, took over as trustees, and Harvard graduate John Adams Pickering was chosen as the reorganized college's first president. Following Orne's will to the letter, Locksley insisted that Miskatonic divorce itself completely from the Congregational Church and continue as a purely secular institution.

In an effort to expand to meet the growing demands of faculty and student facilities, the land of the old common was purchased in 1779 enabling the construction of Locksley Hall, Derby Hall, the Orne Library, and the Phillips Dormitory in the following years. In 1783, the Derby family successfully petitioned that Edge Street be renamed College Street. None could deny the mark the college had left upon Arkham.

After the War for Independence, Miskatonic College entered a period of explosive growth. The influx of new students brought new businesses to cater to their needs. The wealth of the Ornes and Derbys began to enrich the town at-large, and Arkham prospered. Over time, the college adapted to changes in the standards of education and, in 1849, awarded its first Bachelor of Arts degree.

By 1855, the student body and faculty had long outgrown the four campus buildings, although other College Street properties had been purchased in the meantime and used as makeshift classroom space. The time had come to expand again. Under the tenure of President Stanley Hoyt, MU underwent another period of change. Hoyt had grand aspirations: not content with MU's status as a liberal arts college, he envisioned a university in Arkham that would rival Harvard, Yale, and Princeton. In 1859, the Philosophy and Mathematics building was built at the southeast corner of W Church and S West and, in 1861, the Languages, Literature & Arts building (Robert Carter Memorial Hall) followed at the northeast corner of West and College. The greatest change, however, took place across the street from the college with the foundation of the Miskatonic Teaching Hospital in 1861, which housed the new School of Medicine. A School of Theology and a School of Law soon followed. In 1863, a new dormitory replaced the decrepit Phillips Hall. While in May 1865, the former Miskatonic Liberal College awarded its first doctorates in Law and Medicine, and President Hoyt's dreams were realized. Thus, in the aftermath of the Civil War, Miskatonic University emerged as a fully accredited private institution of higher learning.

When the Orne Library collapsed in 1878, it was replaced by the current granite structure. In 1875, Miskatonic opened its doors to women at the request of financial benefactor Dorothy Upman, leading directly to the creation of the Dorothy Upman Residence Hall in 1879. MU became one of the first fully co-educational universities in New England. A second dormitory was completed in 1883, followed by a new College of the Sciences and then the restoration of the Exhibit Museum in 1902.

President Dr. Seymour Addleson continued to expand campus facilities, with a new Medical School building and the refurbishment of Derby Hall into a faculty and graduate dormitory. The school's administration moved from Derby to the new Hoyt Administration Building, which was finally completed in 1912. While the next decade was a time of stability and steady growth, some two-dozen of Miskatonic's finest served and fell in the fields of France in the Great War, and their names are immortalized on a plaque in Locksley Hall.

EX IGNORANTIA
AD SAPIENTIAM
EX LUCE AD TENEBRAS

UNIVERSITY DIRECTORY

BUILDINGS & LANDMARKS

Athletic Field & Sporting Grounds	OS110
Athletics Track & Field	610
Axton Field House	611
Charles Tyner Science Annex	613
College of Medicine	624
Copley Bell Tower	615
Derby Hall	621
Dormitory, East	620
Dormitory, West	617
Dorothy Upman Hall	619
Eli Hall	630
Exhibit Museum	627
George Locksley Hall	618
Hoyt Administration Building	629
Laundry	625
LL&A Building	614
Orne Library	623
Packer House	632
President's House	622
Robert Carter Memorial Hall	614
Science Hall	612
St. Mary's Teaching Hospital	626
Statue Lawn	616
University Bookstore	636
University Garage	709

ADMINISTRATION (629)

Dr. Addleson, President
Dr. Edmund, Vice-President
Miss Whitby, Registrar
Miss Lisette Lee, Bursar
Dr. Marinus Bricknell, Dean of Students

SCHOOLS

APPLIED SCIENCES (612-B)

Dean: Dr. Lawrence Abbott
Dept. of Engineering: Dr. Lawrence Abbott
Dept. of Metallurgy: Dr. Dewart Ellery

HISTORY & THE SOCIAL SCIENCES (614)

Dean: Dr. Harvey Wilcox
Dept. of History; Dr. Martin Fen
Dept. of Ancient History: Prof. Ferdinand C. Ashley (acting)
Dept. of Anthropology: Dr. Abram Bethnell
Dept. of Archaeology: Dr. Ernest McTavish
Dept. of Economics and Sociometrics: Dr. Anthony Westgate
Dept. of Geography: Dr. Carl Fancy
Dept. of Psychology: Dr. Justin Beech

LANGUAGES, LITERATURE, & THE ARTS (614)

Dean: Dr. Peter Crownin
Dept. of English: Dr. Peter Eastman
Dept. of Modern Languages: Dr. Allen Peabody
Dept. of Classical Languages: Dr. Aaron Chase
Dept. of Middle Eastern Studies: Dr. Jabir Shariq
Dept. of Fine Art: Dr. Arthur Goddard
Dept. of Philosophy: Dr. George Kilbraith
Dept. of Religion: Dr. Damion Peacock
Dept. of Music: Dr. Robert Dufresne

LAW & BUSINESS (629)

Dean: Prof. Oldham Newbury
Dept. of Business: Dr. Anthony Westgate
School of Law: Dr. Richard Porter

MATHEMATICS (612-C)

Chair: Dr. Hiram Upham

MEDICINE (624)

Dean: Dr. Chester Armwright
School of Medicine: Dr. Chester Armwright
School of Nursing: Dr. Blanche Johnson

NATURAL SCIENCES (612-A)

Dean: Dr. William Dyer
Dept. of Astronomy: Dr. Hubert Falkner
Dept. of Biology: Dr. Conrad Miller
Dept. of Geology: Dr. William Dyer

PHYSICAL EDUCATION (611-A)

Director: Mr. Donald Kanum

PHYSICAL SCIENCES (612-D)

Dean: Dr. W. E. Cameron
Dept. of Chemistry: Dr. Harold Shear
Dept. of Physics: Dr. Manly Hyde-Stevens

OTHER

Orne Library (623): Dr. Henry Armitage
Exhibit Museum (627): Mr. Xin Peng
Facilities & Grounds (611-B): Mr. Robert Bradbury
Infirmary (612-E): Dr. Cecil Waldron

602 SOUTHWEST TRANSFORMER STATION

322 Boundary Street

This unmanned transformer station controls power to all parts of Arkham south of the river and west of Garrison Street. A high fence surrounds it to ensure the electrical danger inside remains insulated from foolish people.

If accessed, a determined person could, in theory, shut off the power and bring darkness south of the river. Unless actively wrecking the equipment with something like an axe (with the inherent dangers that would bring, see following), a successful Electrical Repair roll is required to turn off the power without causing lasting damage. Otherwise, trashing the equipment calls for a Luck roll, which, if failed, results in a discharge of 8D6 electrical damage to the person concerned—the same result occurs with a fumbled or failed pushed Electrical Repair roll.

603 ARKHAM PUBLIC HIGH SCHOOL

665 W Church Street

Considered to be (by the wealthier townspeople) Arkham's best high school, providing education instruction to grades 9–12 (ages 14 to 18), and open from the first Monday in September to the second Friday of June. Currently, the school educates approximately 250 children.

The student body includes more "old Arkham" family names than the more diverse **Arkham East Public High School** (510), and enjoys a healthy and active alumni association, who give generously to keep the school equipped with the best sporting and educational equipment. The school's athletic team's name is the "Commanders."

Notable Folk

- Anita Pierce, 53, is the school's principal. She enjoys the widespread respect of her staff and students, as well as the more open-minded portions of the community.
- Daniel Swain, 41, is an English teacher and secretly a member of the **Arkham Coven** (page 51).
- Jennifer Tilstrom, 24, is a newly recruited administrator and secretly also a member of the **Arkham Coven** (page 51).

Strangeness

The school's records date back around 100 years and are kept in filing cabinets stored in the basement beneath the school's administrative offices. Such records may reveal clues to certain students who later achieve some level of infamy or form wayward Mythos affiliations.

604 MISKATONIC PLAYERS' HALL

604 Crane Street

This unremarkable brick building has narrowly avoided being condemned for the last ten or so years. Formerly the property of the Grewe family, who donated the house to the University's Medical School in 1909 to house a new department of dentistry. Inspectors found the building to be structurally weak and infested with rats, and so the property was condemned. The University and the Grewe estate could not agree as to who should pay for the demolition, and so it remained empty for the following decade.

In 1921, the campus theatrical group happened upon the house and believed it ideal for their purposes. The group enthusiastically lobbied the Grewe estate, who agreed to allow the **University Players** (see box nearby; **Robert Carter Memorial Hall/LL&A**, 614) to use it as long as the building remained standing. A small army of volunteers descended on the house, fixing and making renovations (albeit at an amateur and rough level) to ensure it was (relatively) safe and fit for the dramatists to use. Thus, by the summer of 1922, the house is the new unofficial home of the University Players.

The group conduct most, if not all, of their rehearsals here, as well as making use of the house's rooms and attic to store costumes, props, and other theatrical paraphernalia. The Players plan to hold small performances here too.

"Department of Dentistry" remains visible in one of the front windows, and this has caused a few students with toothaches to be somewhat surprised upon entering to find people dressed as fairies and elves rehearsing *A Midsummer Night's Dream*. Some of the less culturally inclined students have taken the sign as a wry editorial commentary on the quality of the plays performed, comparing the Player's productions as like having teeth pulled.

UNIVERSITY PLAYERS

While their new premises on Crane Street provide the opportunity to hold small plays and dramas, larger productions take place in the auditorium beneath **George Locksley Hall** (618) or else in the **Manley Theater** (106). The groups are officially based in the **Robert Carter Memorial Hall/LL&A** (614), under the direction of Mrs. Alice Turner (see **Department of Fine Art**, 614-E).

Each year, the Players mount six productions, ranging from classical Greek plays, through Shakespeare, to more modern works, with one of the latter usually written by a cast member. The Players are predominantly actors, who all take on double duty in terms of stagehands, set design, and so on. There are one or two budding stage directors in the mix, too.

Benefits

Membership is open to any MU student, faculty member, or a relative of either. Assuming an investigator regularly attends rehearsals for at least one semester, they may add +5 percentiles per semester to any two of the following skills: Art/Craft (Acting, Stagecraft, Playwriting), Charm, Fast Talk, Intimidate, Persuade, Disguise, or Mechanical Repair. Once a skill has reached the value of 50%, no further increases may be gained by this method.

605 MISKATONIC ATHLETIC ASSOCIATION

602 Crane Street

This men's club emerged in 1920 as a solution to Prohibition, and membership is by invitation only, ensuring the liquor continues to flow without restriction. Of the 80 or so male members, most are businessmen, professionals, or tenured professors from the university. Social drinking, cards, billiards, and conversation are the major activities; drunkenness is cause for expulsion. Twice a year, the club holds a dinner where partners are invited; these being the only times when women are allowed inside. The small mansion is open from 3:00 pm to 11:00 pm six nights a week, closed on Mondays.

Notable Folk

- Ernest Mayson, 38, is the head butler and looks after the day-to-day efficiency of the building.

Benefits

The cost of membership is a $200 application fee, plus monthly dues of $10. Drinks at the bar are 25 cents. A member may add +5 percentiles to their Credit Rating by belonging to this small but prestigious enclave of masculinity. Connections made here may prove valuable in dealings with local businesses, organizations, and even the police. Expulsion from the club carries the immediate reduction of Credit Rating by –10 percentiles and risks also being "blackballed" from other notable Arkham societies.

606 MARCHING MISKIES HEADQUARTERS

600 Crane Street

MU's unofficial marching band, the Marching Miskies (a.k.a. the "Badger Brass"), use this small house as their headquarters. The student band enjoys the sponsorship and support of various alumni and faculty (some anonymously).

In 1916, the band arranged for the purchase of the property—the proximity to the **Miskatonic Athletic Association** (605) is no accident. The house functions as a rehearsal and meeting space, as well as for storage of uniforms, instruments, and so on.

Benefits

Membership is open to any MU student, faculty member, or a relative of either. Assuming an investigator regularly attends rehearsals for at least one semester, they may add +5 percentiles (per semester) to the skill: Art/Craft (specify musical instrument). Once the skill has reached the value of 50%, no further increases may be gained by this method.

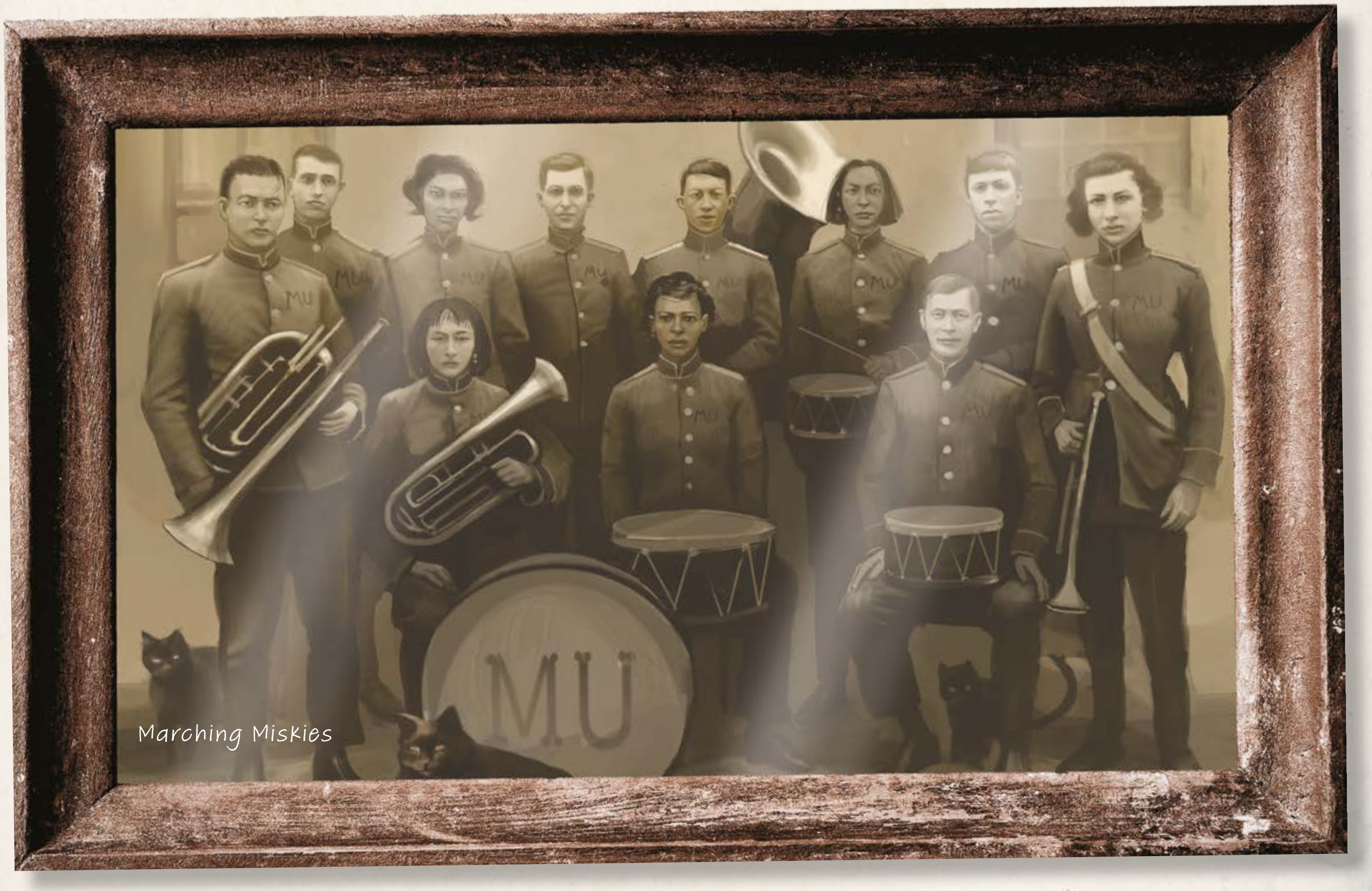
Strangeness

At times, without rhyme or reason, the house appears to become a favored place for Arkham's cats who can be found lounging on the windowsills, porch, and front garden, or else sneaking inside to curl up in a corner. At times, some ten or more cats congregate here and act as though they own the place before disappearing off to who knows where. Perhaps something within or beneath the building shares an affinity to Bast, the Mother of Cats, or else maybe there is some undefined association or gateway to the Dreamlands here?

607 NATHANIEL & WINGATE PEASLEE, HOME OF

588 (formerly 27) Crane Street

This fine home with large, well-kept grounds is the residence of Nathaniel Wingate Peaslee, professor of psychology (formerly political economy), and his second son, Wingate Peaslee, currently conducting post-graduate research in psychology at MU. From 1922 until 1934–5, the Peaslees live a relatively normal life, although Nathaniel suffers from strange dreams and nightmares.



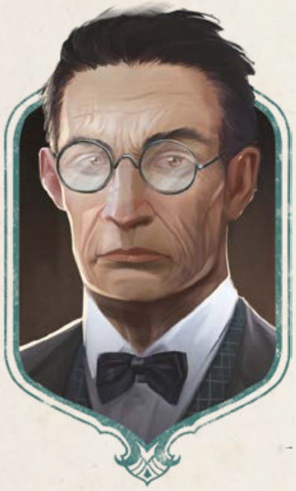
Marching Miskies

History

Nathaniel Wingate Peaslee was born in 1870. He married Alice Keezar in 1896, and had three children: Robert (1898), Wingate (1900), and Hannah (1903). In 1898, he became an associate professor, and, by 1902, had become a full professor at Miskatonic University.

Strangeness

As detailed in Lovecraft's *The Shadow Out of Time*, in 1908, while teaching a class, the elder Peaslee was stricken by a strange amnesia that lasted until 1913. He returned to work for a short time in 1914 but retired soon after, complaining of an inability to concentrate. From this point, he embarks on a study of amnesia and psychology. By 1922, he is able to return to relatively normal life and takes up lecturing in psychology back at MU (**Department of Psychology**, 614-O). In 1935, he embarks on an expedition to Australia. Of course, between 1908 to 1913, Nathaniel Peaslee was possessed by a member of the Great Race of Yith, who used Peaslee's body for research and to make travels across the globe.


Nathaniel Wingate Peaslee

Following Peaslee's amnesia and peculiar change of personality, his wife, Alice, obtained a divorce in 1910, and, since then, has refused to meet with her former husband. Come 1922, Nathaniel lives at 588 Crane Street with his son, Wingate.

Notable Folk

- Nathaniel Wingate Peaslee, 52, is a professor of psychology at MU.
- Wingate Peaslee, 22, a postgraduate who later becomes a professor of psychology at MU.

Note: see Wingate Peaslee's notes in the **School of Biology**, **Science Hall** (612) entry.

608 WHITECHAPEL MORTUARY

581 W Church Street

The Whitechapel Mortuary offers a full range of services, including embalming, although it does not possess facilities for cremation. The mortuary provides initial care and preparation of deceased bodies in partnership with some of Arkham's funeral homes, as well as offering its own range of funeral services. At times of emergency, the mortuary acts as an overflow for the other two funeral homes and the town's hospitals. Notably, this mortuary is not set up to accommodate corpses with contagious diseases. While there is usually someone on the premises (or otherwise contactable), no one lives on-site.

Note

Despite controversy (and much to the discomfort of certain religious groups), embalming has become a requirement for burial in Arkham.

Notable Folk

- Silvester Whitechapel, 65, is the patriarch of the Whitechapel family and owner. His eldest son, Francis, has recently taken on more of the day-to-day operations and expects to take full control when Silvester finally retires.

609 JONATHAN EDWARDS HALL

270 S West Street

Construction has just begun on what promises to be an imposing brick building, intended to house the School of Language, Literature, and the Arts (LL&A). Construction workers just laid the foundation and will soon follow with the frame, then the roof, and, finally, the interior.

Look to the Future

Unfortunately, severe delays mean the new facility does not open for use until the fall semester in 1929.

610 ATHLETICS TRACK & FIELD

501 Crane Street

Directly adjacent to the **Axton Field House** (611), the MU's outdoor sporting facilities include a quarter-mile track with a practice field inside, and two well-used clay tennis courts. The **University Athletic Field & Sporting Ground** (OS110), including the football field, baseball diamond, and bleachers, are 1.5 miles (2.4 km) west of town, although the baseball team also uses the **Arkham Public High School** (603) field or the diamond on **Independence Square** (a.k.a. The Common, 218).

Notable Folk

- Otis Beale, 37, tends the track and field, marking out court lines and generally caring for the site. He gives short shrift to students who willfully harm the area.

611 AXTON FIELD HOUSE

378 S West Street

The **School of Physical Education** (611-A) and the **Department of Facilities and Grounds** (611-B) are situated here (see following). Axton Field House's facilities include classrooms, offices, a swimming pool, squash and handball courts, a basketball court, mats, and gym equipment. The field house is open from 7:00 am to 6:00 pm, Monday to Friday, and by arrangement at other times. All the MU coaches and associated sporting staff have keys. Facilities are technically closed to the public, but no one much cares who uses them unless they become rowdy or interrupt classes.

Historical

Named for the great football coach Peter "Dump" Axton, the athletic department constructed this field house in 1920, two years after Axton's untimely death behind the wheel of a car. Coach from 1908–1918, Axton brought three championships to the university, and was very active in Arkham civic projects. A saddened alumnus quickly raised the funds and named the structure in his honor.

Benefits

Investigators receiving sports training may increase one appropriate skill by +5 percentiles (per semester). Once a skill has reached the value of 50%, no further gains to that skill may be applied without agreement from the Keeper. Instruction may be by individual or class tuition, and personal training fees vary (assume $40 to $100 per semester, based on the expertise and experience of the tutor). Some examples:

- **Track and gymnastics:** Climb, Dodge, Jump, or Throw
- **Basketball:** Dodge, Jump, or Throw
- **Swimming:** Swim
- **Boxing:** Fighting
- **Wrestling:** Fighting
- **Shooting*:** Firearms (Handgun or Rifle)

Part-time use of the **Arkham Gun Club Shooting Range (OS107).*

(611-A) SCHOOL OF PHYSICAL EDUCATION

Professor Donald Kanum heads this healthily endowed department. On the staff are football coach Roger "Flip" Parkinson, basketball and baseball coach Adam Hopkins, gymnastics and fencing coach Henry Cartwright, and Douglas Arthur for track and field. Newly appointed is Grace Whittaker, who coaches women's sports and is a fiery advocate for female participation in physical education. As the seasons progress and one sport eclipses another, head coaches in one sport become assistant coaches in another.

The students and staff are a boisterous bunch, tending to be tribal about all things concerning their teams and sports. Despite the predominantly male orientation of sports, female students (teams or individuals) can participate in gymnastics, basketball, tennis, track, swimming, field hockey, and golf.

Notable Folk

- Donald Kanum, 56, is the director.
- Roger "Flip" Parkinson, 42, is the football coach.
- Adam Hopkins, 36, is the men's basketball and baseball coach.
- Henry Cartwright, 44, is the gymnastics and fencing coach.
- Douglas Arthur, 50, coaches track and field.
- Grace Whittaker, 32, coaches all women's sports and campaigns for greater inclusivity.

(611-B) DEPARTMENT OF FACILITIES & GROUNDS

Tucked away in a corner of the Field House is the maintenance division of the university, headed by Robert "Bob" Bradbury, 56, a former civil engineer. Bradbury is an easy-going, bald-headed man with a staff of nearly 20, who clean, paint, clip, hammer, and oil the university's physical assets. Bradbury also oversees the **Miskatonic University Garage** (709), and the **University Athletic Field & Sporting Grounds** (OS110).

612 SCIENCE HALL

Miskatonic Campus

Constructed in 1859, then rebuilt in 1899, the Science Hall stands three stories high, with hot and stuffy offices another floor higher, pushed into the garret. The first floor, occupied by large lecture halls, is the home of the **School of Natural Sciences** (612-A). **The School of Applied Sciences** (612-B) and the **Astor Department of Mathematics** (612-C) share the second floor, while the **School of Physical Sciences** (612-D) is on the third floor. The fourth floor houses a graduate study lounge, a green house, and thesis library. The building's basement contains a chemistry laboratory, more lecture spaces, and campus physician, Dr. Cecil Waldron, who runs the infirmary (612-E).

(612-A) SCHOOL OF NATURAL SCIENCES

Covering the disciplines of biology, geology, and astronomy. The head of the school is Dr. William Dyer.

Biology

The biology department has a large greenhouse located on the south side of the building. Areas of emphasis include anatomy, general biology, biochemistry, botany, zoology, animal behavior, and human psychology. The chair of the department is Dr. Conrad Miller.

Notable Folk

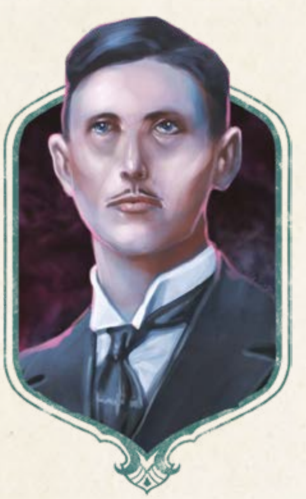
- Dr. Conrad Miller, 52, is the conservatively minded head of the school.
- Prof. Alex Warden, 41, has radical ideas concerning mass parapsychological screening, which have (so far) been met with amusement by his colleagues. He is also, secretly, a member of the **Eye of Amara Society** (910).
- Assistant Prof. Percy Lake, 25, is something of a genius and on his way to being awarded tenure.
- Assistant Prof. Roberta Angley, 28, has recently arrived and is already causing waves with her outspoken theories.
- Dr. Eugenie Carpenter, 43, specializes in botany and mycology and enjoys hunting mushrooms on field trips.
- Wingate Peaslee, 22, is a post graduate student and the son of Nathaniel Wingate Peaslee (see **Home of Nathaniel and Wingate Peaslee**, 607). He was the only member of the elder Peaslee's family to not desert the man after his strange attack of amnesia. His father's problems led young Wingate to study psychology at MU, where he is now currently conducting post-graduate research (by 1934, he has become a professor in the department). Notably, he is taking flying lessons at the **Arkham Airfield** (OS118).

Look to the Future

Prof. Percy Lake will, in 1930, take part in the university's expedition to the Antarctic. See Lovecraft's *At the Mountains of Madness.*

Strangeness

A heated conversation is ongoing regarding the construction of a new reservoir in the area of **The Blasted Heath** (OS112). Assistant Prof. Roberta Angley is already raising eyebrows due to her opposition to the reservoir project, proposing that such work will alter ecology and endanger species native to the area. Thus, aware that the heath is in danger, she elects to start taking some of her students on weekend field trips to the Blasted Heath from 1922 onward. Note that, by the middle of the decade, the project gains serious momentum. See Lovecraft's "The Colour Out of Space."



Wingate Peaslee

Biologist, age 22,

STR	70	**APP**	75
CON	80	**POW**	80
SIZ	70	**EDU**	85
DEX	70	**SAN**	78
INT	85		

HP	15
DB	+1D4
Build	1
Move	8
MP	16

- **Description:** already aged by the troubles of his family, he looks older than his 22 years; tall, but slim of frame, with dark hair and a trimmed mustache, he dresses conservatively in suit and tie.
- **Traits:** likeable, dedicated, and observant.

Skills

Art/Craft (Photography) 45%, Charm 40%, Climb 50%, Credit Rating 45%, Cthulhu Mythos 2%, Drive Auto 50%, First Aid 50%, Library Use 60%, Navigate (Arkham) 40%, Occult 10%, Persuade 50%, Pilot (Aircraft) 35%, Psychology 65%, Spot Hidden 55%, Stealth 35%, Throw 35%.

COMBAT

	%	*DAMAGE*
Brawl	60% (30/12)	1D3+1D4
Dodge	35% (17/7)	

Astronomy

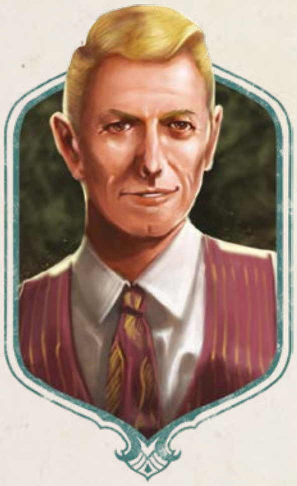
The department owns a well-mounted, 8-inch (20 cm) reflecting telescope that is kept in the **Axton Field House** (611) and another one permanently housed in a shed at the MU **Athletic Field & Sporting Grounds** (OS110). Dr. Billings is keen to get a 5-inch (12 cm) refractor for planetary and lunar observation but, so far, has been unable to raise the necessary funds. He founded and leads the Arkham Astronomical Society, which undertakes field trips (as weather allows) and holds occasional lectures. For every semester of active membership in the extra-curricular astronomy club, an investigator may raise their Astronomy skill by +5 percentiles, to a maximum of 50%.

Notable Folk

- Dr. Hubert Falkner, 44, is the enthusiastic and dedicated chair of the school.
- Dr. Albert Cleaver, 29, recently joined the department to lecture in astronomy; he also assists with physical sciences, lecturing about ballistics.

Geology

The department boasts an impressive archive of minerals and rocks and has access to excellent laboratories. Courses include crystallography, minerology, paleontology, and stratigraphy.



Dr Dyer

Notable Folk

- Dr. William Dyer, 44, is the chair of the school and an expert in stratigraphy and paleontology.
- Dr. William Moore, 33, is considered to be a rising star in paleontology and was once an undergraduate at MU.

Look to the Future

Dr. William Dyer participates in two of the university's expeditions. Firstly, in 1930, to Antarctica and then, in 1935, to western Australia. Both are detailed in Lovecraft's *At the Mountains of Madness* and "The Shadow Out of Time." Prior to the Antarctic expedition, Dyer is known to have read some or all of the *Necronomicon*.

(612-B) SCHOOL OF APPLIED SCIENCES

Headquartered on the second floor, the dean is Dr. Lawrence Abbott, an engineer by training. The school includes the departments of engineering and metallurgy and represents Abbott's ambitious dream of a science fully interactive with modern society. Dominant among the disciplines are engineering, electrical engineering, civil engineering, and metallurgy.

Notable Folk

- Dr. Lawrence Abbott, 56, is the dean and the chair of the engineering department; a serious man when it comes to the application of science.
- Dr. Dewart Ellery, 46, is the chair of the metallurgy department.
- Professor Ashley Learmonth, 41, is considered to be one of the foremost metallurgists in New England.
- Assistant Prof. Hinkley Woodbridge, 32, is an electrical engineer with a keen interest in rockets; he occasionally launches experimental rockets in the countryside around Arkham.
- Dr. Hamlin Hayes, 29, is an electrical engineer with a special interest in batteries.
- Frank H. Pabodie, 26, is a post-graduate working his way to a professorship in engineering.

Look to the Future

Around 1929–1930, Dr. Dewart Ellery tests but fails to identify the metal in a statuette brought to him by mathematics student, Walter Gilman (see **Dombrowski's Boarding House**, 723). This mysterious piece eventually finds its way into the **University Exhibit Museum** (627). See Lovecraft's "The Dreams in the Witch House."

Around the same time, rising engineering star, Frank H. Pabodie, begins tests on a powerful new drill of his own radical design. The drill will assist in taking geological core samples during the Antarctic expedition of 1930. He also designs fuel-warming and quick-start devices for the expedition's airplanes. Pabodie is one of the members of this expedition contacted by **Prof. Albert Wilmarth** (page 169) and **Dr. Henry Armitage** (page 176) in regard to what might be found at the bottom of the world, and, consequently, Pabodie reads parts of the *Necronomicon* at their urging. See Lovecraft's *At the Mountains of Madness*.

From 1927, Prof. Ashley Learmonth spends much of his time analyzing a strange ore, called pasquallium. Things comes to a head in 1930, when the professor becomes embroiled in a nefarious plot engineered by the mi-go. See Chaosium's *A Time to Harvest*.

(612-C) ASTOR DEPARTMENT OF MATHEMATICS

The department is so called due to receiving a long series of contributions and endowments from Benjamin and Athena Astor. Dr. Hiram Upham chairs the department, whose sumptuous style in regard to fixtures and fittings is envied by every other faculty member on campus. The department is not large enough to be a school, but, since its funding is independent, it has equivalent freedom and prestige. The department is pleased to provide mathematical liaisons with other departments, but its creative impulses curve toward topology and extradimensional explorations.

Notable Folk

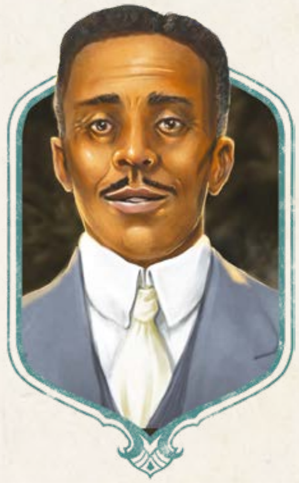
- Dr. Hiram Upham, 49, is the insightful and caring head of the department.
- Assistant Prof. Wilma Reed, 39, has an interest in extradimensional theory.

Look to the Future

Dr. Upham teaches classes in advanced mathematics and, around 1929, numbers among his students the brilliant Walter Gilman (see **Dombrowski's Boarding House**, 723). Upham notices the young genius's nervous problems (acquired when he moves into the Witch House) and suggests the young man take some time off to relax and recuperate. See Lovecraft's "The Dreams in the Witch House."

(612-D) SCHOOL OF THE PHYSICAL SCIENCES

Essentially the departments of chemistry and physics, aiming to give every undergraduate a sound education. Upper division and graduate classes explode in many directions, from the implications of quantum theory to the synthesis of exciting new hydrocarbon compounds. The dean of the school is Dr. W. E. Cameron.



Prof. Donald Atwood

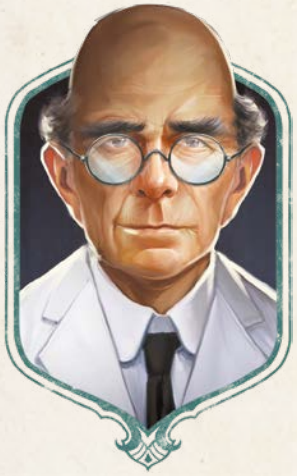
Notable Folk

- Dr. W. E. Cameron, 48, is the dean, who spends much of his time investigating the relatively new theories concerning quantum theory.
- Dr. Harold Shear, 53, chairs the chemistry department and enjoys wowing students with spectacular explosions.
- Dr. Manly Hyde-Stevens, 51, is the chair of the physics department and dislikes "new wave mumbo-jumbo" like quantum mechanics and particle physics.
- Dr. Archibald Greely, 62, takes pleasure in guiding courses such as quantitative and qualitative analysis, which are geared to pre-med students.
- Professor Donald Atwood, 41, is a physicist-turned-meteorologist who really should be in the School of Natural Sciences.

Look to the Future

Prof. Atwood joins the MU expedition to the Antarctic in 1930. **Prof. Albert Wilmarth** (page 169) and **Dr. Henry Armitage** (page 176) persuade Atwood to read portions of the *Necronomicon* before the expedition leaves.

(612-E) CAMPUS PHYSICIAN & INFIRMARY



Doc Waldron

Dr. Cecil Waldron, originally from Boston, runs the Campus Infirmary; a job suitable for a semi-retired person. He has an infirmary and office in the basement of Science Hall. Day-to-day, Dr. Waldron and his nurse assistant administer aspirin and take care of sprains, cuts, minor skin rashes, and other minor matters. Anything more serious goes to the receiving (emergency) room of **St. Mary's Teaching Hospital** (626).

Notable Folk

- Dr. Cecil "Doc" Waldron, 69, is the attending physician; a kindly fellow who is happy to reminisce about his own college days. Key skills: First Aid 65%, Medicine (75%), Science (Pharmacy) 65%, Tell Pointless Stories 45%.
- Katherine Smarts, 38, is the nursing assistant who keeps boisterous students in line with her withering glare.

613 CHARLES TYNER SCIENCE ANNEX

Miskatonic Campus

This building houses overflow from the **School of Applied Sciences** (612-B), along with advanced, experimental labs for physics and chemistry. The annex, constructed two years ago, bears the name of Miskatonic graduate, Dr. Charles Tyner, who, working for a succession of large corporations, made significant discoveries. An auxiliary powerhouse within the annex provides the large electrical loads required by some experiments.

614 ROBERT CARTER MEMORIAL HALL

Miskatonic Campus

Constructed in 1861 and four stories high, this old building houses the College of Languages, Literature, and the Arts (LL&A) and the School of History and the Social Sciences (often known simply as the "Liberal Arts College"). The building's name is attributed to the great grandfather of Randolph Carter, the noted eccentric and mystic. It's easy to become lost in the upper floors due to their warren-like nature. The main classrooms are in the basement and on the first floor, although offices, meeting rooms, and a few smaller classrooms are found on the second to fourth floors. The building also provides additional rehearsal space to the MU's Marching Band (see **Marching Miskies Headquarters**, 606) and the **University Players** (see box on page 163, also **Miskatonic Players' Hall**, 604).

Look to the Future

The building is renovated in 1929–1930, turned into new dormitory space, and renamed as Herber Hall. With the Depression of the 1930s, it stands half-empty for many years.

SCHOOL OF LANGUAGES, LITERATURE, & THE ARTS (LL&A)

Dr. Peter Crownin, 58, a former professor of English, is the dean of the school, overseeing eight departments:

- English (614-A)
- Modern Languages (614-B)
- Classical Languages (614-C)
- Middle Eastern Studies (614-D)
- Fine Art (614-E)
- Philosophy (614-F)
- Religion (614-G)
- Music (614-H)

SCHOOL OF HISTORY & THE SOCIAL SCIENCES

Dr. Harvey Wilcox, 56, is a historian and dean of the school, overseeing seven departments:

- History (614-I)
- Ancient History (614-J)
- Anthropology (614-K)
- Archaeology (614-L)
- Economics and Sociometrics (614-M)
- Geography (614-N)
- Psychology (614-O)

SCHOOL OF LANGUAGES, LITERATURE, & THE ARTS

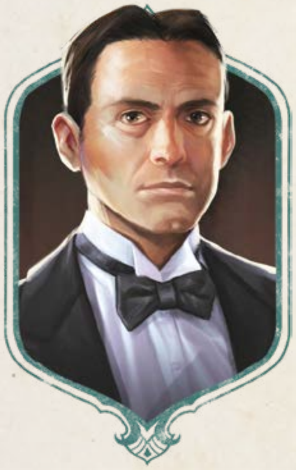
(614-A) DEPARTMENT OF ENGLISH

Though there are a handful of historically oriented literature classes at the graduate level, most courses are done in conjunction with an extensive composition of classes that seek to enliven and perfect student expression and style. There are also some descriptive linguistics courses analyzing or codifying (depending on the instructor's bent) the grammar, structure, and transformations of English, and a solitary theoretical course seeks to discover the underlying principles of all language.

The department also guides the Miskatonic University Press, and the publishing and printing of books has now become a substantial activity, which falls under the auspices of Dr. Stanley Whitman, who is also responsible for publication of the student newspaper, the **Miskatonic University Crier** (page 189). Whitman reads every line of copy and wields a notoriously capricious blue pencil; he hates the student editor, Howard Prescott.

Notable Folk

- Dr. Paul Eastman, 62, is the interim chair of the department; he is soon to retire.
- Dr. Albert N. Wilmarth, 37, lectures in English and has a special interest in New England folklore.
- Dr. Stanley Whitman, 49, lectures in English and linguistics, and is obsessed with philology, he also oversees MU's academic and journalistic press.
- Dr. Anne Swanson, 39, lectures in creative fiction and classical interpretation.



Albert N. Wilmarth

Professor of English, age 37

STR	55	APP	65
CON	55	POW	65
SIZ	55	EDU	85
DEX	50	SAN	65
INT	85		

HP	11
DB	0
Build	0
Move	8
MP	13

Aside from his knowledge of language and letters, Dr. Wilmarth is also a learned New England historian and a member of the **Arkham Historical Society** (901). Harvard-educated, he was born and raised in Arkham, and is presently master of the family home at 118 Saltonstall Street (**Home of Albert N. Wilmarth**, 816).

Look to the Future

In 1927, Wilmarth's discoveries in Vermont leave him shaken, leading him to develop a close relationship with **Dr. Henry Armitage** (page 176). The two academics spend a great deal of time together researching their separate experiences in Dunwich and Vermont. This diversion of Wilmarth's energies may undo his future chance for the department's chairmanship.

- **Description:** slender, of average height, with dark-brown, center-parted hair, and a square jaw. He favors a black bowtie with his suit.
- **Traits:** inquisitive and sometimes arrogant.

Skills

Charm 40%, Climb 40%, Credit Rating 60%, Cthulhu Mythos* 12%, History (New England) 50%, Library Use 70%, Lore (New England Folklore) 60%, Navigate (Arkham) 45%, Occult 40%, Persuade 45%, Psychology 35%, Stealth 50%, Spot Hidden 50%, Throw 30%.

**From 1927 onward.*

Languages

French 65%, German 60%, Latin 40%, Classical Greek 45%.

COMBAT

	%	DAMAGE
Brawl	30% (15/6)	1D3
Dodge	25% (12/5)	

Pulp Cthulhu

Pulp Modification	*Pulp Talents*
HP: 22	**Sharp Witted:** gains bonus die to INT rolls.
Luck: 65	**Keen Hearing:** gains bonus die to Listen rolls.

(614-B) DEPARTMENT OF MODERN LANGUAGES

Chaired by Dr. Allen Peabody, an expert in Romance languages, the department offers courses in French, German, Spanish, Italian, and Russian. One-year introductions to Japanese and Mandarin Chinese occur from time to time.

(614-C) DEPARTMENT OF CLASSICAL LANGUAGES

Dr. Aaron Chase chairs the department, which provides courses in classical Greek, classical and medieval Latin, and an introduction to Hebrew or Aramaic on alternate semesters.

Look to the Future

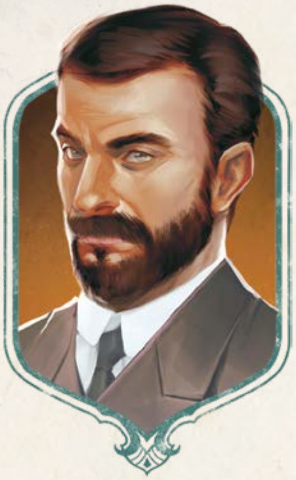
In late 1928, Dr. Chase suffers a heart attack and Prof. Rice takes over as acting chair. Rice is notable for witnessing the death of Wilbur Whateley and the subsequent Dunwich Horror. Thus, from the fall of 1928, Rice is aware of aspects of the dangers of the Mythos, with a Cthulhu Mythos skill of 15%. See Lovecraft's *The Dunwich Horror*.

(614-D) DEPARTMENT OF MIDDLE EASTERN STUDIES

This tiny department focuses on the Arabian Peninsula, Mesopotamia, Persia, the Sinai Peninsula, and surrounding areas. The chair, Dr. Jabir Shariq, is expert in Arabic, Persian, Urdu, and Sanskrit, and occasionally offers courses in the history of the region, its philosophy, art, and culture. In addition, Dr. Shariq has recently begun working to deliver a new course concerning medieval metaphysics with emphasis on the difficulties of translation from original Arabic texts.

Look to the Future

In 1926–1927, **Asenath Waite** (page 240) is a student in Dr. Shariq's medieval metaphysics course.



Dr. Jabir Shariq

Scholar, age 46

STR	60	APP	70
CON	70	POW	75
SIZ	65	EDU	90
DEX	70	SAN	70
INT	75		

HP	13
DB	+1D4
Build	1
Move	7
MP	15

Dr. Shariq was born in the Ottoman Empire (in what is now Syria) and moved to New England with his family in the late 1800s along with other Syrian immigrants who came to seek out a new life. He is one of a small but close-knit Syrian community now living and working in Arkham.

A private man, Dr. Shariq has acquired some Cthulhu Mythos knowledge and possesses some familiarity with the *Necronomicon* and its history; he has warned **Dr. Henry Armitage** (page 176) of its potential danger (although it is not until 1928 that Armitage truly understands the warning).

- **Description:** a thin man of Arabic heritage, he possesses black hair and a full beard; tends to wear lightly colored linen suits.
- **Traits:** pensive, knowledgeable, and brooding.

Skills

Anthropology 35%, Archaeology 20%, Charm 30%, Climb 45%, Credit Rating 50%, Cthulhu Mythos 8%, Glare At Student 70%, History 65%, Library Use 65%, Navigate (Arkham) 30%, Occult 35%, Persuade 45%, Psychology 40%, Science (Astronomy) 15%, Stealth 35%, Spot Hidden 44%, Throw 55%.

Languages

Arabic 90%, English 70%, Persian 70%, Sanskrit 60%, Urdu 45%.

COMBAT

QUALITY	*%*	*DAMAGE*
Brawl	60% (30/12)	+1D3+1D4
Dodge	35% (17/7)	

(614-E) DEPARTMENT OF FINE ART

Headed by Dr. Arthur Goddard, 47, the department teaches both practical and theory courses, as well as classes in historical styles of European art and architecture modeled from the works of John Ruskin. Much of the department's efforts are devoted to the creation of cultural events for the university. While supporting the university's artists and dramatists, the department is best known for its musical endeavors, fielding an enthusiastic string quartet, a small orchestra, and several choruses and choirs. Much of this activity occurs without grant of academic credit.

Artist-In-Residence

Daphne Rosen, 46, an academic as well as a technically accomplished oil painter and sculptor, executes university commissions as they arise. She has worked here for the last two years and is expected to continue her residency for the foreseeable future. In March and April of 1925, Rosen is beset by a series of powerful dreams concerning cyclopean structures, sunken cities, and the dreaming dead. Her attempts to work off the dreams through painting and sculpture fail, although she does produce her most powerful works. The strain forces her to take a medical leave of absence.

University Marching Band

An unofficial volunteer group unconnected with and, in fact, despised by Fine Arts people because of their propensity for public drunkenness and rowdy behavior. The relationship between the department and band has eased somewhat since the musicians moved to their new home in 1916 (see **Marching Miskies Headquarters**, 606).

University Drama

Though there are no drama classes or other such "trade school" intrusions at the university, the department maintains a resident director of theater, Mrs. Alice Turner, 38, whose task is to yearly present six worthy stage plays for the edification of the community, beginning in November each year. Cast and crew are volunteers and receive no academic credit for their work. All must be university students, faculty, staff, or their relatives.

The group's remit includes: one play from the classical Greek theater, two works from the reign of Elizabeth I, one play written by an American living or dead, one work written by a European living or dead, and one new play written by a member of the university community (which is usually a farce) (see **University Players**, page 163, and **Miskatonic Players' Hall**, 604).

(614-F) PHILOSOPHY DEPARTMENT

This department is the domain of Dr. George Kilbraith, 61, a somewhat formidable Scotsman. Dr. Kilbraith is considered to be a little "out of touch" with the rest of the universe. He teaches as if Henri Bergson was the only philosopher since Thomas Aquinas and offers a hopelessly muddled class in formal logic.

(614-G) DEPARTMENT OF RELIGION

The department focuses on biblical readings and analysis, comparative religious studies, and higher criticism (investigating and interpreting biblical documents). Dr. Damion Peacock is the chair and, though nearing retirement, is a keen and enthusiastic teacher.

Secret

Dr. Damion Peacock is a member of the **Eye of Amara Society** (910).

(614-H) MUSIC DEPARTMENT

Relatively small and lacking a full suite of rehearsal rooms, the department makes do with what it has. In addition to large introductory courses, there are regular seminars by guest performers. While there are few permanent staff, private instructors and performers-in-residence ensure a full range of classes. Dr. Robert Dufresne is the department's chair and an accomplished cellist.

SCHOOL OF HISTORY & THE SOCIAL SCIENCES

(614-I) DEPARTMENT OF HISTORY

Dr. Martin Fen, 53, has recently taken over from Dr. Bryce Fallon as the chair of the department; he is an expert in European history since Napoleon. Notably, much of the department's teaching efforts go toward required courses in Commonwealth and United States history.

(614-J) DEPARTMENT OF ANCIENT HISTORY

Though presently without a chairman, the over-worked Egyptologist Prof. Ferdinand C. Ashley, 28, is acting as temporary chair until a permanent recruitment is made. Key areas include Ancient Greece, Rome, and Egypt, with special courses in mythology, politics, society, and religion. Students can also take ancient language courses in partnership with the **Classical Languages Department** (614-C), and courses offered by the **Archaeology Department** (614-L)

(614-K) DEPARTMENT OF ANTHROPOLOGY

Dr. Abram Bethnell, 54, is the chair and has extensive familiarity with the 12 volumes of Frazer's *The Golden Bough*, although he has recently been consumed by Margaret Murray's *The Witch-Cult in Western Europe*, which was published last year. Despite his interest in the occult, he has not the slightest inkling that the Cthulhu Mythos exists.

Prof. Roger Harrold, 38, is the students' favorite academic. He gained international fame after writing a book entitled *Ghosts of the Ice*, concerning an elusive Inuit tribe found in the northernmost reaches of Canada.

Look to the Future

In 1928, Prof. Harrold leads an expedition to Vermont that ends in tragedy. One year later, he returns to Vermont with a new expedition, but that too does not end well. See Chaosium's *A Time to Harvest*.

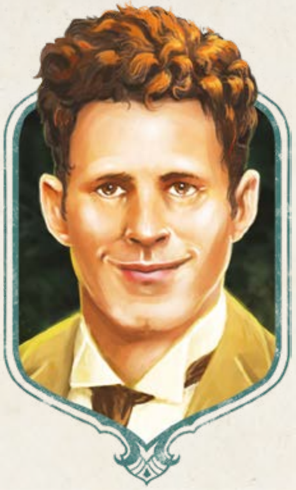
Also, in 1928, Prof. Tyler M. Freeborn, 37, joins the department (being the youngest member on staff) and, in 1935, accompanies the MU's expedition to Australia (see Lovecraft's "The Shadow Out of Time").

(614-L) DEPARTMENT OF ARCHAEOLOGY

Archaeology remains a young science and still too headline-hungry to have yet achieved a good academic reputation. Dr. Ernest McTavish, 36, is the chair of the department. Associate Professor Francis Morgan, 31, dreams of establishing rigorous methods and standards for archaeological digs so that the past is not irrevocably lost.

Look to the Future

Dr. Morgan is one of three people who actually view the corpse of Wilbur Whateley in 1928. Soon after, he accompanies Prof. Warren Rice (**Department of Classical Languages**, 614-C) and **Dr. Henry Armitage** (page 176, **Orne Library**, 623) to the village of Dunwich, where he experiences the true Horror. See Lovecraft's *The Dunwich Horror*.



Francis Morgan

Scientist & Adventurer, age 37

STR	70	**APP**	80
CON	80	**POW**	80
SIZ	60	**EDU**	80
DEX	75	**SAN**	80
INT	85		

HP	14
DB	+1D4
Build	1
Move	9
MP	16

Morgan is athletic, skilled with firearms, and a veteran of expeditions to out-of-the-way locations. He is currently taking flying lessons at the **Arkham Airfield** (OS118) and is a member of the **Arkham Gun Club** (page 132).

- **Description:** youthful, of Welsh heritage, he has lush, curly brown hair, and is clean-shaven.
- **Traits:** enthusiastic, adventurous, and willing to take risks.

Skills

Anthropology 15%, Archaeology 70%, Charm 45%, Climb 60%, Credit Rating 44%, Cthulhu Mythos 3%, Drive Auto 50%, Fast Talk 40%, First Aid (Treat Poison) 15%, History 40%, Library Use 40%, Listen 35%, Navigate (Arkham) 20%, Occult 15%, Pilot (Aircraft) 30%, Psychology 35%, Ride 45%, Spot Hidden 60%, Stealth 25%, Swim 45%, Track 10%, Throw 45%.

Languages

Arabic 40%, Assyrian Cuneiform 30%, Egyptian Hieroglyphics 60%, Hebrew 35%, Spanish 50%, Swahili 40%.

COMBAT

QUALITY	*%*	*DAMAGE*
Brawl	75% (37/15)	+1D3+1D4
.45 revolver	55% (27/11)	+1D10+2
.303 rifle	75% (37/15)	+2D6+4
20-g shotgun (2B)	75% (37/15)	+2D6/1D6/1D3
Dodge	40 (20/8)	

(614-M) DEPARTMENT OF ECONOMICS & SOCIOMETRICS

This department teaches economics as a theoretical science rather than a business course. Courses place a great reliance upon methodology, governmental statistics, and independently developed information. Dr. Anthony Westgate, 45, is department chair, but sometimes seeks the advice of Nathaniel Wingate Peaslee who, until 1908, was the department head. Prof. Nathaniel Peaslee has recently returned to work at MU (now lecturing in psychology; see **Department of Psychology**, 614-O) following his medical leave from the university (see **Home of Nathaniel and Wingate Peaslee**, 607). Assistant Prof. Harvey Cox is active in gathering global statistics and enjoys discussing these with anyone who will listen.

(614-N) DEPARTMENT OF GEOGRAPHY

Dr. Carl Fancy chairs this department which seeks to explore and examine the atmosphere, hydrosphere, and biosphere, as well as the diverse interactions of the planet's physical and biological elements. Studies include climate studies of New England and beyond, and the staff and students enjoy field trips that can sometimes extend as far away as the Amazon.

(614-O) DEPARTMENT OF PSYCHOLOGY

While still in its relative infancy, the study of human behavior is a growing area of study. The department, while small, is energetic and has established ties to the **College of Medicine** (624) and to the **Pickering Psychopathic Hospital** (201), allowing its students to conduct studies and interviews with patients at both institutions. Dr. Justin Beech is the departmental chair. Nathaniel Wingate Peaslee has joined the department this year (see **Home of Nathaniel and Wingate Peaslee**, 607).

615 COPLEY MEMORIAL BELL TOWER

Miskatonic Campus

Standing eight stories high, this neo-Gothic stone tower was built in memory of three sons who perished in the Civil War. The tower is one of the tallest structures in Arkham south of the river and used as a navigational landmark—the steeple of **Bayfriar's Church** (707), atop French Hill, being the highest point in all of Arkham.

Strangeness

A few Arkham folk claim that, at midnight on April 12, you can hear the ghostly screams of Civil War soldiers emanating from the memorial (April 12, 1861, being the start of the war).

616 STATUE LAWN

Miskatonic Campus

Commissioned in 1906 and erected two years later, the grateful citizens of Arkham subscribed to and paid for this statue, honoring the beneficent Dr. Allen Halsey's contributions, and his final sacrifice during the plague of 1905. The statue of Dean Halsey is 9 feet (2.7 m) high and stands upon a carved Carrara marble pedestal 7 feet (2.1 m) tall, gazing benignly upon W Church Street.

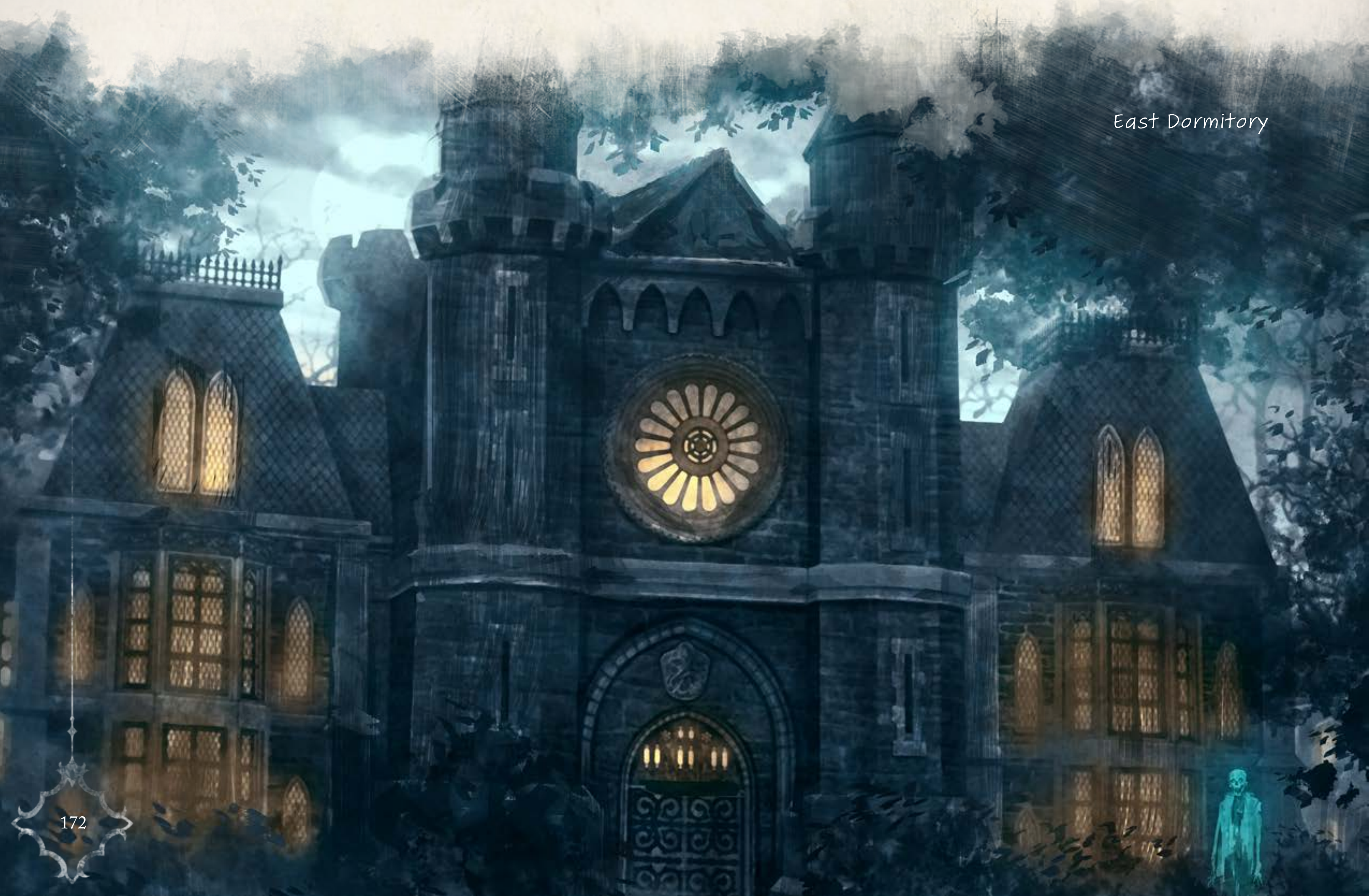
A small garden surrounds the memorial, complete with benches and pigeons, and is commonly used as a meeting place for students and townsfolk alike.

617 WEST DORMITORY

Miskatonic Campus

The university constructed the West Dorm in 1888. While far from luxurious, it is heaven compared to nearby East Dorm (or "Hell East," as many say). It is a male dorm, occupied by upperclassmen and a few lucky sophomores.

The accommodation comes in two forms: single or double rooms, and all rooms share communal bathroom facilities. There is a general curfew of 10:00 pm.



East Dormitory

Notable Folk

- Oscar Schreck, 48, is the German-born dormitory director (porter), looking after general maintenance and ensuring appropriate standards of student behavior.

618 GEORGE LOCKSLEY HALL

Miskatonic Campus

This red-brick Georgian building has the honor of being the oldest building on campus, dating back to 1779. Despite its age, the woodwork and furniture are in remarkably good shape. The building contains lecture halls, classrooms, and minor offices. Students in the College of LL&A take some of their classes in this building. Many student clubs and campus organizations have offices and meeting rooms here, too.

619 DOROTHY UPMAN HALL

Miskatonic Campus

In 1875, wealthy Arkhamite Dorothy Grace Upman offered the university a sizeable endowment on the condition that women be freely admitted to all courses of study at Miskatonic. The trustees agreed, and part of the Upman Endowment went toward building a women's dormitory on campus. Since 1879, all female scholars have been required to live here until age 30, unless they live with their families or husbands. Given the amorous inclinations of the male student body and the puritanical sensibilities of Arkham, Upman Hall is arguably the most secure building on campus. Gentleman callers are admitted only into the entrance lobby and not at all after dark. The Upman Hall monitors are notorious for their draconian enforcement of campus curfew.

Accommodation is split between one- and two-bedrooms, with shared bathroom facilities on each floor. The rooms, communal areas, and hallways are neat and clean, although due to cost savings when under construction, the fixtures and fittings are not the best and prone to wear and tear. There is a general curfew of 10:00 pm.

Notable Folk

- Wendy Allcart, 34, is dormitory supervisor and, due to her being unmarried, lives on site.

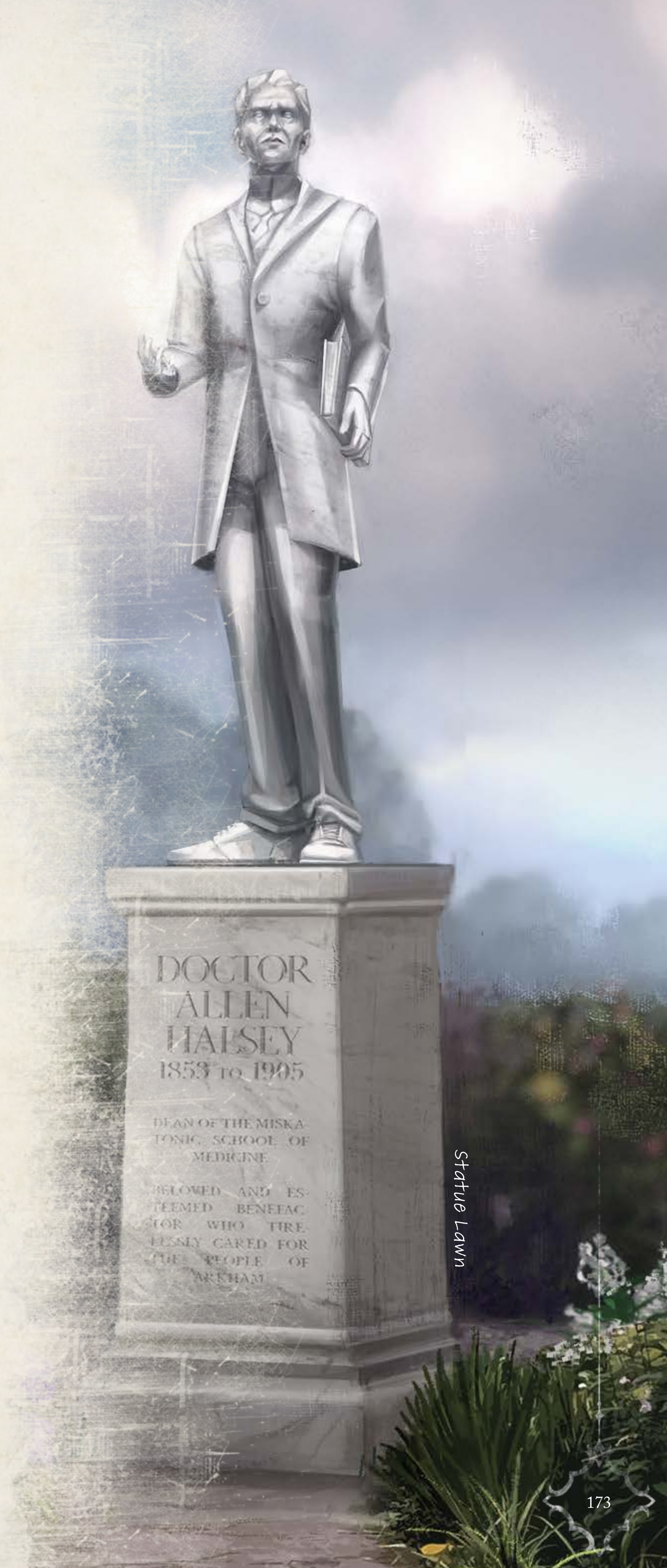
620 EAST DORMITORY

Miskatonic Campus

Built in 1863 in a Gothic style, this imposing building is notable for its circular stained-glass window above its entrance, as well as the octopus plaque carved above the front door, known as "Oscar" by the students within.

The East Dormitory is a male, lowerclassman's dormitory. All male freshmen attending Miskatonic are required to live here unless they live with their family or in a relative's home in Arkham. The dormitory also hosts a few unfortunate sophomores who can't find lodgings anywhere else. Dismal plumbing, faulty heating, a leaky roof, and the general bustle and commotion on every floor have earned the building the nickname "Hell East." The dining hall, while a popular gathering place, serves the worst meals on campus.

All the accommodation is two-bedroom, with shared bathroom facilities on each floor. There is a general curfew of 10:00 pm.


DOCTOR
ALLEN
HALSEY
1853 TO 1905
DEAN OF THE MISKATONIC SCHOOL OF MEDICINE
BELOVED AND ESTEEMED BENEFACTOR WHO TIRELESSLY CARED FOR THE PEOPLE OF ARKHAM

Statue Lawn

Notable Folk

- Jeffrey Hill, 53, is the dormitory director (porter) whose seemingly thankless task is to care for the wellbeing of the building and the students within it.

621 DERBY HALL

Miskatonic Campus

In 1910, the university converted this building to its present use as a residence for bachelor faculty, graduate students, and visiting scholars. The various renovations have led to a strange and haphazard interior arrangement, with oddly shaped rooms numbered in no apparent order. While the residence hall director (porter) controls access to the building 24 hours a day, the residents here can ignore the usual curfew policies of the other dormitories. Visitors of the opposite sex are never allowed into the bedrooms, however.

622 PRESIDENT'S HOUSE

Miskatonic Campus

This large, neo-classical home has served as the residence of the University President since 1892. The home of Dr. Seymour Addleson (see **Hoyt Administration Building**, 629), the current president. A garden at the rear often hosts events for the Board of Deans and other important visitors.

Look to the Future

With Dr. Addelson's retirement in 1925, Dr. Harvey Wainscott takes over as president and moves into the building. After about two weeks, he declares it unfit for habitation due to its chilly drafts and being an "ostentatious eyesore." He immediately begins planning to knock the building down and replace it with something more modern and better-looking; however, the necessary funds to undertake the work don't materialize for quite some time, and he is forced to make do for a number of years.

Strangeness

Are the chilly drafts just the tip of the iceberg? Perhaps other, seemingly minor "events" occur within the house when Dr. Wainscott moves in? Is this the ghost of some former tenant or something else and far worse? And, if a supernatural presence of some kind, what is it trying to say? Maybe the new president involves experts from MU and others (i.e., investigators) to seek an explanation for the ongoing problem?

623 ORNE LIBRARY

Miskatonic Campus

The gem of the university and possibly the most famous building on campus, the Orne Library is a repository for over 400,000 volumes. This three-story Gothic structure, built of native granite in 1878, replaced a smaller wooden building.

While the library cannot compete with institutions in nearby Cambridge and Boston, either in the number of volumes or in the breadth of its collections, MU's library is, however, renowned for its collections of New England histories, letters, and documents, many of which date back to the 1600s. The library is also famous for its collection of rare works of occult and magical philosophy, surpassed only by the oldest institutions in Europe.

The heavy outer doors open into a dimly lit and arched lobby. Faded frescoes decorate the ceiling. The walls bear portraits of prominent figures from Arkham and Miskatonic's history, while marble busts of literary giants stand at intervals on pedestals: Thoreau, Washington Irving, Emerson, Longfellow, Whittier, James Russell Lowell, Shakespeare, Milton, and Cotton Mather. Within, the library's marble halls are cold, quiet, and drafty, but the massive skylight and tall, arched windows admit sufficient light, which is supplemented by desk lamps for the study of texts. Many students come here to finish their assignments away from the noisy bustle of campus dormitories.

The church-like architecture of the building, down to the stained-glass panels in some of the windows, has earned the library the nickname, "St. Henry's," from Miskatonic's students and faculty alike, named after the library's energetic director, **Dr. Henry Armitage** (page 176). Armitage assumed the post of library director in 1906 and has worked tirelessly to modernize and expand the collection.

The library is open 8:00 am to 9:00 pm, Monday to Friday; 10:00 am to 6:00 pm on Saturday; with just the reference room open on Sunday, from 1:00 pm to 6:00 pm.

***Note:** floorplans for the library can be found on pages 182 and 183.*

THE LOCATION OF KEY SUBJECT AREAS IS AS FOLLOWS:

- Anthropology: 3rd floor
- Archaeology: 3rd floor
- Architecture: 1st floor
- Astronomy: 2nd floor
- Biology: 2nd floor
- Botany: 2nd floor
- Chemistry: 2nd floor
- Civics: 1st floor
- Drama/Theatrical: 1st floor
- Engineering: 2nd floor
- Fine Arts (inc. Photography): 1st floor
- Geology: 2nd floor
- History (Asia): 1st floor
- History (New England): 3rd floor
- History (USA): 1st floor
- History (World): 1st floor
- Languages (Classical): 1st floor
- Languages (Modern): 1st floor
- Literature: 1st floor
- Mathematics: 2nd floor
- Metallurgy: 2nd floor
- Music: 1st floor
- Newspapers (Archive): basement
- Occult Science: 3rd floor
- Paleontology: 2nd floor
- Periodicals: basement
- Pharmacy: 2nd floor
- Philosophy: 1st floor
- Physics: 2nd floor
- Psychology: 1st floor
- Religion and Mythology: 3rd floor
- Sociology: 1st floor
- Zoology: 2nd floor

Layout

The Circulation and Reference area, along with some offices and the janitor's supply room, are on the first floor. The second floor houses a staff room and bookstacks, while on the third* floor can be found more stacks, general document storage, the Randolph Haskett Law Library, the Historical Charts and Maps Collection, the Rare Book Collection, and the offices of the senior staff. The basement contains archives, a records office, book repair room, overflow shelving, as well as the heating and ventilation system.

**From 1928, the third floor also houses The Special Restricted List (otherwise known as the Restricted Collection).*

General Holdings

The library's subject areas are listed in the box on page 174; note that medical texts can be found in the **College of Medicine's** (624) library. Near-complete collections of the *Arkham Gazette* and the *Arkham Advertiser* (and the latter's predecessors) are held in the library, although the disastrous Miskatonic flood of 1888 destroyed portions of this archive, including the issues of the *Arkham Gazette* from 1845 to 1858 and 1864 to 1868; the *Arkham Advertiser* for the years 1851 to 1863; the *Arkham Bulletin* 1823 to 1826; and the *Miskatonic Valley Gleaner* for the years 1830 to 1831. There are also bound volumes of the *Aylesbury Transcript* (1844 to present), the *Innsmouth Courier* (1833 to 1846), and the *Newburyport Correspondent* (1839 to present), as well as numerous smaller-circulation and short-lived newspapers from the local area.

Note: for Cthulhu Mythos tomes, see **Mythos Holdings in the Library**, page 176.

Security

Currently, the only real nighttime guardian of the library is a mastiff named Caesar who is often chained near the front steps on an evening or else allowed to patrol inside the library. Come 1928 and the events of the Dunwich Horror, Armitage rethinks the security and convinces the board of trustees to fund a small team of security guards and an expensive, electric burglar-alarm system.

Notable Folk

- Dr. Henry Armitage, 59, is the director of the Orne Library.
- Wilfred Llanfer, 52, is Armitage's competent assistant director.
- Nadine Long, 44, is the head of the circulation and reference area, and looks after the day-to-day workings of the library.
- Miriam Johnson, 38, is the librarian in charge of the enquiries and circulation desk.
- Hilda Bonegrader, 44, supervisory clerk.
- Lucy Kolasky, 24, library clerk.

Strangeness

Quite apart from the various unsavory books to be found in the stacks (see **Mythos Holdings in the Library**, page 176), there are a few morsels of spookiness associated with the Orne Library. Firstly, Jeremiah Orne, the library's namesake, is said to be buried beneath the building, even though he has a headstone in the **Old Wooded Graveyard** (402).

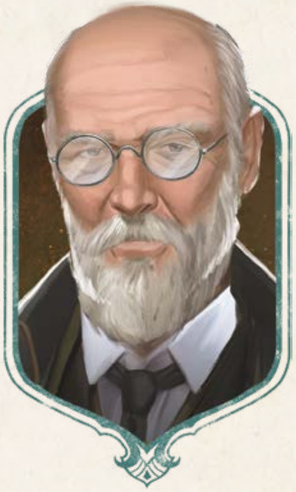
Secondly, most students believe the place is haunted due to oft heard "phantom" footfalls and cold spots frequently encountered. Most students can recount tales of books disappearing or moving (unseen) of their own accord. Some say it's the ghost of an old eccentric named Wilbur Akeley who died in the 1800s.

Thirdly, unbeknown to most, a nondescript locked door in the wall of the heating and ventilation room in the library's basement opens down to a stone stairway that leads into an unorthodox

Miskatonic Library

network of tunnels running under the campus, and which connect at various points to a wider network of clandestine tunnels beneath Arkham, south of the Miskatonic River—see **Arkham's Tunnels**, page 144. Allegedly, at least two of these basement door keys are in the possession of certain unnamed MU students, who use them to gain surreptitious access to the library after hours. Rumor suggests these keys have been passed down by generations of students. A few suspect Dr. Armitage is aware of situation and turns a blind eye to it, as long as no harm arises, and he may in fact be the "owner" of these keys, which he secretly loans out to certain favored students who merit extra library privileges.

Further rumors persist about a second secret tunnel entrance to the library, although it seems only those really "in the know" can say whether this is true or not. What is certain, come early 1929, is that Dr. Armitage has a stout and extremely secure padlock added to the door in the heating and ventilation room.



Dr. Henry Armitage

Learned Scholar, age 59

STR	55	APP	65
CON	50	POW	80
SIZ	60	EDU	92
DEX	50	SAN	73
INT	90		

HP	11
DB	0
Build	0
Move	5
MP	16

Everyone at MU knows about Dr. Armitage, who has been the well-respected director of the Orne Library since 1906. Armitage has a formidable education, including an M.A. from Miskatonic, a Ph.D. from Princeton, and a Litt.D. from Cambridge. He lives with his wife Eleanor in a fine Edwardian home at 348 West High Street (**Home of Dr. and Mrs. Henry Armitage**, 807).

- **Description:** balding, with a white beard, he is slender in frame, and wears bifocal spectacles. Dressed in suit and tie, he frequently smokes a pipe.
- **Traits:** cheerful, pleasant, and well-versed in many subjects.

Look to the Future

Armitage's experiences in 1928, per Lovecraft's *The Dunwich Horror*, change him, shifting his priorities and leaving him in poor health (taking medication for a weak heart, which coupled with bouts of gout requires him to lead a less active lifestyle). The horrors of the Cthulhu Mythos cast a somber pall on all who encounter it, and Armitage is no exception. He becomes less charming and friendly, more secretive, and slightly paranoid. He now understands the very real threat posed by the Cthulhu Mythos and realizes he is charged with looking after some very dangerous books. Thus, he institutes a ban on anybody accessing the library's Mythos tomes and moves them all to a locked room on the third floor, called **The Special Restricted List** (page 179). Only those who can demonstrate to his satisfaction their suitability are allowed to view these books, and such research can only be done on the library's premises.

With new-found conviction, Armitage begins to establish a network of people who can be brought to bear against the ever-present threat of the Old Ones. What form the network takes, and whether or how it interacts with the investigators in your game world is the preserve of each Keeper.

Skills

Accounting 40%, Art/Craft (Literature) 75%, Charm 45%, Credit Rating 60%, Cthulhu Mythos 6**%, History (New England) 60%, Library Use 95%, Listen 40%, Navigate (Arkham) 30%, Occult 25%, Persuade 70%, Psychology 30%, Science (Cryptography) 75%, Spot Hidden 55%.

***Increase Cthulhu Mythos to 18% post 1928.*

Languages

Ancient Greek 65%, French 80%, German 70%, Latin 75%.

COMBAT

QUALITY	*%*	*DAMAGE*
Brawl	25% (12/5)	+1D3
Dodge	25% (12/5)	

Pulp Cthulhu

Pulp Modification

- **HP:** 22
- **Luck:** 40
- **Move:** 7

Pulp Talents

- **Quick Study:** halves time for reading tomes.
- **Arcane Insight:** halves time to learn spells, gains bonus die to casting roll.

Special

Within an old-leather satchel, Armitage possesses four empowered Elder Signs. He forgets about these wards, only realizing their value after 1928. In fact, he mounts one to the inner door of **The Special Restricted List** (page 179).

Armitage, post-1928 and the Dunwich Horror

- **Reduce:** CON to 40, DEX to 45, APP to 55, SAN to 56, and MOV to 4.
- **Increase:** Cthulhu Mythos to 18%, Occult to 40%, and Psychology to 45%.
- **Gains the spells:** Powder of Ibn-Ghazi and Dismiss Son of Yog-Sothoth

Mythos Holdings in the Library (before 1928)

Before the events of 1928, the Mythos tomes possessed by the Orne Library are in the general collection, although some are reserved and thus harder to study by being in the Rare Book Collection. The following indicates the catalogue section where such books may be found prior to fall 1928, although the Keeper is at liberty to add or remove any titles they wish. The removal of a title may be due to a loan to a scholar or another institution for research, book repair, or due to the tome in question being mislaid, miscatalogued, hidden, or stolen.

Note: post-1928, Armitage moves titles marked with † to **The Special Restricted List** (page 179). *KR page references refer to the *Call of Cthulhu: Keeper Rulebook*.

Anthropology

- *The Golden Bough* (complete, original 12-volume edition) (KR 236*)
- *The Witch-Cult in Western Europe* (KR 236*)

Geology

- *Geological Report Concerning 1882 Meteorite Fall* (see **New Tomes**, below).
- *MU Geology Survey 1902* (see **New Tomes**, below).

History (New England)

- *Eli Davenport Monograph*† (see **New Tomes**, below).
- *Reverend Abijah Hoadley Sermon* (see **New Tomes**, below).
- *Tales of the Old Forest*† (see **New Tomes**, below).

Literature

- *Azathoth and Other Horrors*† (KR 225*)

Music

- *Massa di Requiem per Shuggay*† (KR 229*)

Periodicals Archive

- *Journal of the American Psychological Society* (see **New Tomes**, below).

Rare Book Collection

- *Necronomicon*† (Latin translation) (KR 230*)

Note

- *Renforth Papers* (see **New Tomes**, below)—currently hidden amidst the overflow shelving in the basement, this hand-written set of papers were deposited by **Judith Renforth** (page 75; **Home of Judith Renforth**, 104) when she last departed Arkham to travel in 1921.

NEW TOMES

Arricurals of Passing

English, by Diatab, 1656

A puzzlingly complex book whose title makes little sense. It appears to be an assortment of random entries without cohesion or meaning, leaving most readers confused with what they consider to be gobbledygook. It is only through repeated readings that meaning begins to form from the text. It is believed the text contains descriptions on the manifestations of an entity called Cythulos, as well as its apparent connections to Yog-Sothoth, Azathoth, and something called the Hungry Void. One of the more easily read sections pertains to the use of sigils, going beyond protective and into the use of sigils of power for summoning rituals and various other enchantments.

It is quite possible that the text contains further information pertaining to other aspects of the Mythos, as the text seemingly possesses a multitude of layers, of which only a few have been discovered.

Sanity Loss: 2D8
Cthulhu Mythos: +4/+8 percentiles
Mythos Rating: 36
Study: 32 weeks
Suggested Spells: Chant of Thoth, Contact Star-Spawn of Cthulhu, Contact Deity: Cthulhu, Contact Deity: Cythulos, Elder Sign, Gate, Voorish Sign, Wrack, others at the Keeper's discretion; note that a maximum of one spell can be learned from this tome per reading.

Schwarzes Buch von Costernulus

(a.k.a. Black Book of Costernulus)

German, by Costernulus, 1587

An alleged transcription of the wisdom of the self-proclaimed wizard of Cologne. The tome purports to shed light on the entity called Ghatanothoa and its human cult, said to have been in operation in Europe during the 15th and 16th centuries. One chapter focuses on the interpretation of dreams sent by Cthulhu, while another examines the Eye of Intoxicating Tears, otherwise known as Cymaeghi.

Sanity Loss: 1D8
Cthulhu Mythos: +3/+7 percentiles
Mythos Rating: 30
Study: 28 weeks
Suggested Spells: Bless Blade, Body Warping of Gorgoroth, Brew Space Mead, Contact Cymaeghi, Dread Curse of Azathoth, Voorish Sign, others at the Keeper's discretion.

Catechisms of Sorrow

English, by Hudson Bains, 1915

A relatively recently book, self-published by Bains in New York in 1915, with 30 copies said to be circulation. The book details Bains dreams of journeying in another world and his frequent visits to a land he names as the Plain of U'Long to sit before an Amber Elder. A large portion of the text is given to transcribing the wisdom of the Elder, which some believe to be insights into the horrendous entity of He Who Is Not to Be Named, as well as the King in Yellow who is described as embodying a living city called Carcosa.

Sanity Loss: 1D8
Cthulhu Mythos: +3/+7 percentiles
Mythos Rating: 30
Study: 28 weeks
Suggested Spells: Bind Dimensional Shambler, Call Hastur, Contact The King in Yellow, Find Gate, Song of Hastur, Words of Power.

Eli Davenport Monograph

English, by Eli Davenport, 1839

Exceedingly rare collection of folktales and Indigenous American legends of Vermont. Certain tales describe a hidden race of monstrous beings lurking among the remoter hills of the state.

NEW TOMES — CONTINUED

Sanity Loss: 1
Cthulhu Mythos: +1 percentile
Mythos Rating: 3
Study: 1 week
Suggested Spells: none

Reverend Abijah Hoadley Sermon

English, by Rev. Abijah Hoadley, 1747

The text of a sermon preached in Dunwich in 1747 by the Rev. Hoadley, included in a collection of his writings. The pastor railed against the "sounds of the Devil" (rumblings in the ground), claiming these to be a sign of demonic influence intended to lure the pious from the Path of Righteousness. A hand-written note reveals that Reverend Hoadley disappeared soon after delivering the sermon.

Sanity Loss: 1
Cthulhu Mythos: +1 percentile
Mythos Rating: 3
Study: 1 week
Suggested Spells: none

MU Geology Survey 1902

English, by various authors, 1902

The field report from a 1902 Miskatonic University ground survey conducted in the Dunwich area attempts to explain the strange ground rumblings that have been heard by locals in the area for centuries. The unpublished notes from this survey remain in the public stacks (under Geology) and are no less disquieting in their inconclusive results.

Sanity Loss: 1
Cthulhu Mythos: zero
Mythos Rating: zero
Study: 1 week
Suggested Spells: none

Geological Report Concerning 1882 Meteorite Fall

English, by various authors, 1882

A field report made by MU geology, botany, and astronomy professors regarding a meteorite that fell west of Arkham in the region of the Gardner farm in 1882 (see **The Blasted Heath**, OS112). The findings reveal little and draw no conclusions; however, it does mention Ammi Pierce (**Ammi Pierce Farm**, OS111) by name, as well as some alarming and seemingly impossible evidence about the nature and make-up of the object that landed.

Sanity Loss: 1
Cthulhu Mythos: 1 percentile
Mythos Rating: 3
Study: 1 week
Suggested Spells: none

Journal of the American Psychological Society

English, by Prof. N W Peaslee, 1915 (Spring—Fall)

Included within the archive of the Journal's copies are the 1915 issues including a series of three articles written by Prof. Nathaniel Wingate Peaslee (see **Home of Nathaniel and Wingate Peaslee**, 607, and the **Department of Psychology**, 614-O), describing his strange amnesia and the odd dreams that he subsequently suffered.

Sanity Loss: zero
Cthulhu Mythos: zero
Mythos Rating: zero
Study: 1 day
Suggested Spells: none

The Renforth Papers

English, by Judith Renforth, 1913

Deposited by Judith Renforth in 1921, shortly before she left Arkham for some unknown location. All that the Orne Library's staff can recall is that Ms. Renforth was in a rush and quite agitated at the time. She demanded her papers be kept safe in the library and asked that no one read them. Thus, the papers are currently hidden in the overflow shelving in the library's basement, contained in a large Manilla envelope.

This hand-written set of papers contains Renforth's notes on the Cthulhu Mythos, which are mainly her speculations on various subjects combined with portions of research, including witness testimonies and excerpts from various tomes. The detail of the contents is intentionally left blank, enabling each Keeper to gear Renforth's information to their own plots and campaigns; for example, if Nyarlathotep plays a central role in your campaign, the papers can contain some portion of useful information about this entity, and so on for other Mythos creatures, gods, tomes, and/or artifacts. Whether there are any actual spells or if there is simply information directing the reader to the location of a particular spell should also be determined by the Keeper.

Sanity Loss: suggested range 1D6+1 (low) to 2D8 (high)
Cthulhu Mythos: suggested range +2/+4 (low) to +4/+8 (high) percentiles
Mythos Rating: suggested range 18 (low) to 36 (high)
Study: suggested range 2 (low) to 6 (high) weeks
Suggested Spells: at the Keeper's discretion, up to a maximum of four spells.

Tales of the Old Forest

English, by Deelia Bishop, 1876

A collection of short stories, poems, and essays from the pen of Miskatonic Valley resident Deelia Bishop. While much of the content draws upon what might be termed traditional New England and Old-World folklore, there are significant portions that discuss Mythos entities, such as the Bringer of

NEW TOMES — CONTINUED

Tears (a.k.a. The Mother of Pus), the mi-go, and others. Thus, this collection is veritable prize of insight, lore, and history of the area in terms of the Cthulhu Mythos.

Sanity Loss: 1D10
Cthulhu Mythos: +4/+8 percentiles
Mythos Rating: 36
Study: 20 weeks
Suggested Spells: Banishment of Yde Etad, Contact Ghoul, Contact Mi-Go, Create Zombie, Enchant Knife, Implant Fear.

The Whateley Diary (a.k.a. Wilbur Whateley's Diary)

English, by Wilbur Whateley

The diary is written in code and unreadable by those without the appropriate cipher—on acquiring this volume, Dr. Henry Armitage begins the task of deciphering the code to reveal the text's secrets. In terms of its contents, it is presumed to detail Wilbur Whateley's life and, importantly, his search for secret knowledge to unlock the barriers that currently prevent Mythos entities, such as Yog-Sothoth and other Outer Gods, access to this planet.

Sanity Loss: 2D8+4
Cthulhu Mythos: +5/+12 percentiles
Mythos Rating: 51
Study: 30* weeks
Suggested Spells: none

**Once code is deciphered; time to decipher code is determined by Keeper but a minimum of 12 weeks is suggested.*

1928: The Special Restricted List (a.k.a. The Restricted Collection)

Dr. Henry Armitage (page 176) did not realize the significance of the *Necronomicon* until after he met Wilbur Whateley, the strange young man from Dunwich. After Whateley was killed by the library's watchdog while attempting to steal the *Necronomicon* (1927), Armitage was led to discover the tome's secrets. Accompanied by Prof. Warren Rice (**Department of Classical Languages**, 614-C) and Dr. Francis Morgan (**Department of Archaeology**, 614-L), he traveled to Dunwich and there met and, with the aid of strange magics, defeated Wilbur Whateley's terrible twin (1928).

Armitage shares his secrets with only a few, but, from 1928 onward, is actively pursuing knowledge about the Mythos. He restricts access to the *Necronomicon* (as well as other Mythos books) and becomes concerned about the special course in medieval metaphysics being taught by **Dr. Jabir Shariq** (page 170) of the **Department of Middle Eastern Studies** (614-D). Armitage systematically combs the library in search of Mythos tomes. These are pulled from the shelves and are secured in a specially prepared room on the library's third floor called The Special Restricted List. Note that he expunges all references to the Mythos tomes from the library's main card catalog and, as such, no record* of them exists other than Armitage's Special Restricted List.

"Restricted" means Armitage must personally approve the reader who is to study or handle any of the proscribed books. The process usually requires a formal letter to Armitage, specifying the book sought, the reasons for the request, details on the subject areas for inquiry, and the applicant's credentials. If Armitage is satisfied, he offers a date and time to view the book, which is always during the library's normal opening hours. In addition, the applicant must agree to viewing the book in the special reading room within the secure walls of the Special Restricted List, and while under the watchful eye of a trustworthy staff member. Quite possibly Armitage's edict is contrary to the university's charter, but no one challenges the librarian's policy. Most students are blissfully ignorant of the rule and unaware that their library even holds such hideous books.

Notably, with the permission of Whateley family heirs, Armitage takes possession of Wilbur Whateley's personal library, which includes a ragged John Dee translation of the *Necronomicon*, a copy of the *Pnakotic Manuscripts*, and the Latin version of the *Liber Ivonis*, as well as a number of other volumes. *Wilbur Whateley's Diary* (usually called *The Whateley Diary*), which Armitage initially vows to burn, remains in Armitage's possession, and is kept locked in his desk drawer, along with his decoding notes and translations. Although he continues to work on a translation of the diary, he allows no one to read his notes.

Costing substantial amounts, Armitage acquires copies of other Mythos tomes through a number of mysterious and unnamed contacts he cultivates in France, Germany, and elsewhere—Armitage might need to send someone (like the investigators) abroad to retrieve such books to ensure the deals go through and the tomes are brought safely to Arkham.

**While Armitage does his best to remove references to the restricted tomes, it is possible that certain paperwork (such as purchase orders, receipts, and delivery notices) may be gathering dust amidst the general administration records of the library. Thus, optionally, for those prepared to do the legwork, such information may provide insights into the tomes on the Special Restricted List.*

Note: Wilbur Whateley and his unusual family are detailed in Chaosium's (forthcoming) *Arkham Unveiled: Dunwich*.

Keeper Note

For Keepers running games based in Arkham, the reasons for and the organization of the Special Restricted List are key moments, which some may like to incorporate into their campaigns. In addition, the Keeper is at liberty to place their campaigns before, during, or post the changes of 1928, especially in respect of how easy or not it may be to access the Mythos tomes in the Orne Library, and just what sort of role Dr. Armitage might play as a friendly, neutral, or adversarial NPC.

In terms of books on the list, the core is presented below. One may assume, as the years roll into the 1930s, that further books are acquired and added, with such matters decided by the Keeper who may add whatever titles they wish to this list to support their campaign.

Key Books on the Special Restricted List

- *Arricurals of Passing* (**New Tomes**, page 177).
- *Azathoth and Other Horrors* (KR 225*)
- *Black Book of Costernulus* (**New Tomes**, page 177).
- *Catechisms of Sorrow* (**New Tomes**, page 177).
- *Eli Davenport Monograph* (**New Tomes**, page 177).
- *Liber Ivonis* (KR 226*)
- *Massa di Requiem per Shuggay* (KR 229*)
- *Necronomicon* (English, John Dee) (KR 230*)
- *Necronomicon* (Latin, Olaus Wormius) (KR 230*)
- *Pnakotic Manuscripts* (English) (KR 233*)
- *Tales of the Old Forest* (see **New Tomes**, page 177).

**KR page references refer to the* Call of Cthulhu: Keeper Rulebook.

Notes

- *The Whateley Diary* (a.k.a. *Wilbur Whateley's Diary*; English; **New Tomes**, page 177) is kept in Armitage's locked desk drawer, it does not appear on the Special Restricted List.

624 COLLEGE OF MEDICINE

676 W College Street

This three-story structure, completed in 1910, sits on the same block and across from **St. Mary's Teaching Hospital** (626). The school's growth required more room, so the medical school acquired an adjacent building on the south side in 1919. Over the years, the College of Medicine and the hospital intertwined; for instance, the head of the medical school now serves double-duty as chief administrator for St. Mary's Teaching Hospital.

The college encompasses the School of Medicine (founded 1861) and the School of Nursing (founded 1908). Facilities within the college, aside from lecture theaters, offices, and seminar rooms, include pharmacy and pathology labs, an extensive medical library, and dissection/autopsy labs. The Essex County Coroner and Arkham's own medical examiner (see **Suite 1A: Dr. Ephraim Sprague, Tower Professional Building**, 119) often make use of the autopsy room and morgue as the facilities are the best equipped this side of Boston.

The school has long considered itself the pride of the university, with a formidable teaching program that rivals those of other Ivy League institutions. In 1919, the school admitted its first female student, Miss Susan Hodges, who led the way for others. Now, nearly five percent of all MU's medical students are women, which is in addition to the number of women undertaking nursing qualifications within the School of Nursing.

Note that while students go to St. Mary's to undertake observation and practical study for the majority of specialties, those studying mental health disorders and psychiatry train at the **Pickering Psychopathic Hospital** (201).

WHO KNOWS ABOUT THE CTHULHU MYTHOS?

As evidenced by the characters from Lovecraft's stories, the following individuals possess limited knowledge of the Cthulhu Mythos. It is up to each Keeper to decide exactly what and how much any one individual knows. For example, prior to 1928, Dr. Armitage could be conducting minor research into the matter, but still not grasp the full ramifications of cosmic horror; while at the other extreme, post-1928, his alarm might be total, leading him to engage in serious study of the Mythos. In respect of either of these possibilities, Armitage could certainly secure and entreat the services and support of a bunch of investigators to assist him.

1920: Dr. Henry Armitage (**Orne Library**, 623) is aware of the possible threat from the Mythos, exacerbated by his dealing with Wilbur Whateley in 1927 and the ensuing Dunwich Horror of 1928.

1928: Prof. Warren Rice (**Department of Classical Languages**, 614-C) and Dr. Francis Morgan (**Department of Archaeology**, 614-L) are the companions of Armitage in his excursion to Dunwich, and witnesses to the death of Wilbur Whateley, and thus have an inkling of Mythos knowledge.

1928: Dr. Albert N. Wilmarth (**Department of English**, 614-A) becomes embroiled in Lovecraft's *The Whisperer in Darkness*. Subsequently, he and Armitage discussed what their respective and oddly linked experiences in Dunwich and Vermont might mean.

1931: Dr. William Dyer (**School of Natural Sciences**, 612-A), Frank H. Pabodie (**School of Applied Sciences**, 612-B), and Asst. Prof. Percy Lake (**School of Biology**, 612-A) are members of the MU expedition to the Antarctic (1930) and are told by a concerned Wilmarth of what might lie ahead for them. Some of them go so far as to inspect the *Necronomicon* but, despite this and their respect for Wilmarth and Armitage, they're good scientists, and thus must experience Mythos horrors first-hand before becoming convinced of the danger. See Lovecraft's *At the Mountains of Madness*.

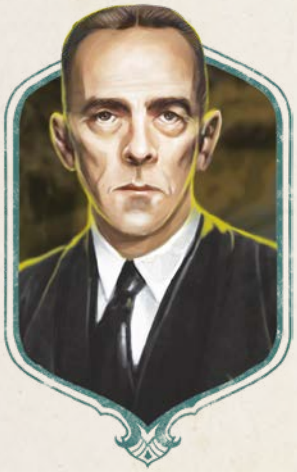
1935: Prof. Nathaniel Wingate Peaslee (**Department of Psychology**, 614-O), who previously suffered an extremely strange case of amnesia, comes to possess some knowledge of the Mythos prior to 1935, but it is not until his expedition to Australia in that same year that the truth of the Mythos hits home. He is joined on the expedition by his son, Wingate Peaslee (**School of Biology**, 612-A), Dr. William Dyer (**School of Natural Sciences**, 612-A), Prof. Ferdinand C. Ashley (**Department of Ancient History**, 614-J) and Tyler M. Freeborn (**Department of Anthropology**, 614-K). See Lovecraft's *The Shadow Out of Time*.

Notable Folk

- Dr. Chester Armwright, 53, is the dean of the college.
- Dr. Aaron Thurber, 54, is the director of the School of Medicine.
- Dr. Blanche Johnson, 56, is the director of the School of Nursing.
- Mrs. Alexis Bywater, 42, is the chief administrator of nursing and, in reality, actually runs the school's day-to-day business.

Strangeness

Misfiled somewhere in the medical library are some early notes of student Herbert West. While not granting any Cthulhu Mythos skill increase, they may dearly cost the reader who attempts to reproduce West's early experiments concerning the reanimation of animal parts. See Lovecraft's "Herbert West—Reanimator."



Dr. Chester Armwright

Dean and M. D. age 53

STR	60	**APP**	65
CON	70	**POW**	70
SIZ	75	**EDU**	91
DEX	65	**SAN**	68
INT	75		

HP	14
DB	+1D4
Build	1
Move	5
MP	14

A graduate of MU, Armwright spent a brief stint in a practice before returning to MU to take on a professorship. Around 1904, he was acquainted with third-year student Herbert West, and although he had little to do with West, he was aware of the rumors circulating about the young student's odd theories. Armwright is an avid hunter and a member of the **Arkham Gun Club** (page 132).

- **Description:** slender of frame, with a thin face showing age lines and dark bags under his eyes. He is clean shaven, with dark-brown hair slicked back, and tends to wear dark, formal suits, with white shirts and a dark necktie.
- **Traits:** his direct and sometimes authoritarian demeanor hides a kind heart.

Skills

Charm 35%, Credit Rating 70%, First Aid 80%, Library Use 50%, Listen 45%, Medicine 70%, Navigate (Arkham) 40%, Persuade 45%, Science (Chemistry) 35%, Science (Pharmacy) 40%, Spot Hidden 45%.

Languages

French 30%, Latin 20%.

COMBAT

	%	*DAMAGE*
Brawl	30% (15/6)	1D3+1D4
.45 revolver	55% (27/11)	1D10+2
.30–06 bolt action rifle	70% (35/14)	2D6+4
20-g shotgun (2B)	70% (35/14)	2D6/1D6/1D3
Dodge	32% (16/6)	

625 UNIVERSITY LAUNDRY & STEAM PLANT

611 W College Street

The steam plant supplies heat and emergency electricity for much of the university, especially **St. Mary's Teaching Hospital** (626). Housed within the same building is a large-scale laundry facility, capable of cleaning the hospital's linens as well as university dormitories and sports teams' clothing. Due to the demand on its services, it does not offer a private laundry service, although certain academic staff and a handful of charming students do somehow manage to get their laundry done here, off the books, so to speak. It's a noisy, steamy place!

Notable Folk

- Donald Nickles, 52, is responsible for the steam plant but plays no part in the laundry service.
- Leya Mehta, 35, manages the laundry service with a staff of eight workers.

Strangeness

The warm and humid environment of the steam plant, along with its many nooks and crannies, might provide an ideal place for certain otherworldly creatures to nest away from prying eyes. In terms of the laundry, who knows what odd or disturbing things may get bundled up in some bed sheets.

626 ST. MARY'S TEACHING HOSPITAL

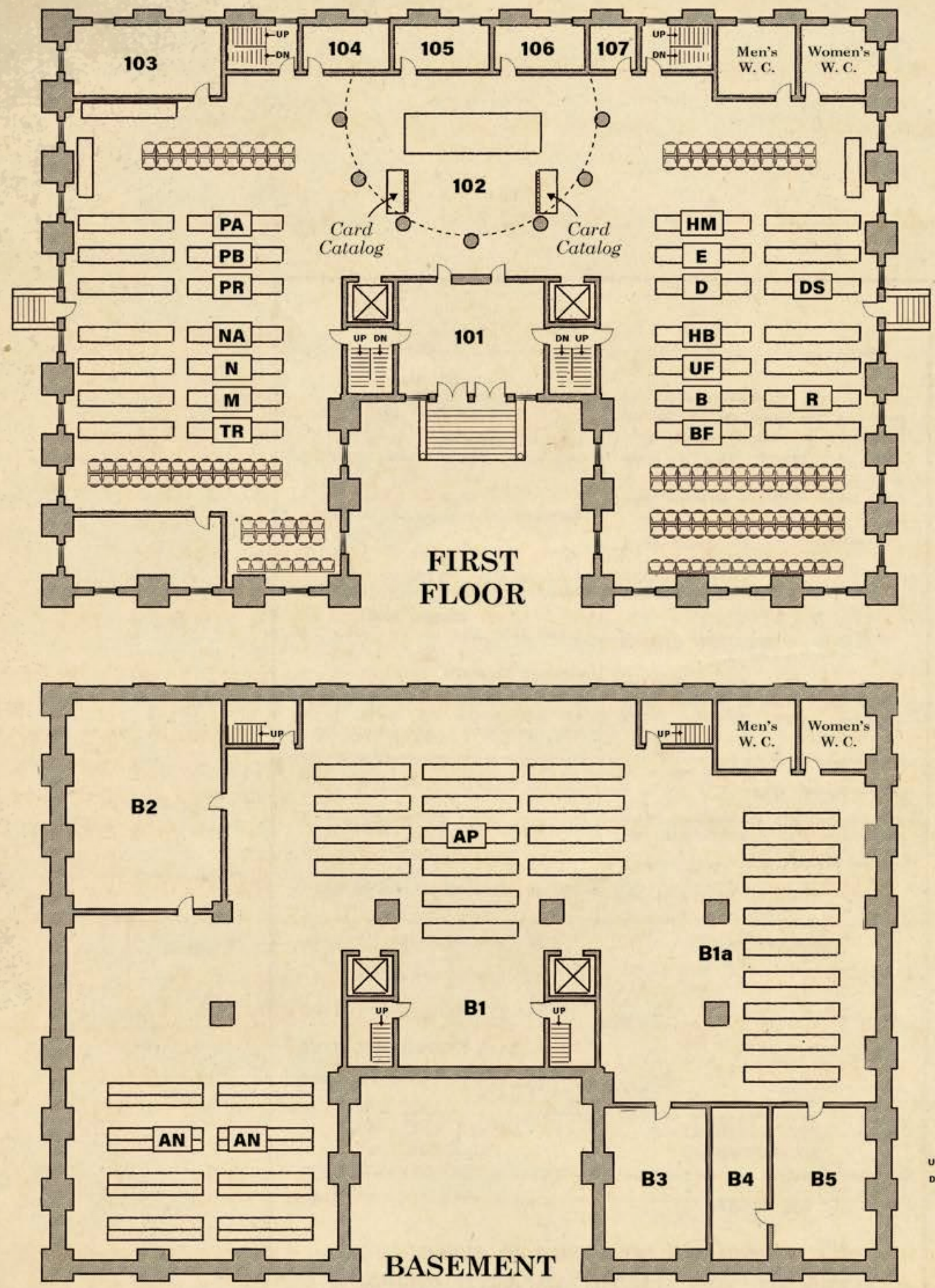
450 S West Street

Arkham's only general hospital. With 165 beds, it operates a 24-hour receiving room. The School of Medicine (**College of Medicine**, 624) provides residents and interns. Local physicians with private practices and who are in good standing are affiliated with the hospital, with many being associate staff. The day staff are recognized experts in surgery and medical care, while the night staff consists mostly of residents and interns supplied by the School of Medicine. Note that a doctor expelled from the hospital association has effectively had their Arkham medical career ended.

Alongside the main ward rooms, each catering for up to eight patient beds, there are numerous four-bed ward rooms, and a smattering of private rooms for single patients who can afford it. Private rooms come with a telephone.

Useful

The cost of treatment at St. Mary's depends upon the nature of the injury or ailment. An emergency room visit for a flesh wound costs about $7, while surgical procedures with anesthetic start at $200. A standard examination or check-up costs $3, with the treatment for regular conditions (inc. medicine) costing from $5 to $15 per week. If admitted to a bed for 24 hours or more care, the cost is $4 per day (inclusive of treatment), while the same for those wishing a private room is $10 per day.


103
UP
DN
104
105
106
107
UP
DN
Men's W. C.
Women's W. C.
102
Card Catalog
Card Catalog
PA
PB
PR
NA
N
M
TR
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E
D
DS
HB
UF
B
R
BF
UP DN
101
DN UP
FIRST FLOOR
UP
UP
Men's W. C.
Women's W. C.
B2
AP
B1a
B1
UP
UP
AN
AN
B3
B4
B5
BASEMENT

DIRECTORY OF ROOMS

First Floor

101 - Foyer
102 - Circulation & Reference
103 - Classroom
104 - Temp. Office
105 - Temp. Office
106 - Supplyroom
107 - Janitor

Basement

B1 - Basement
B1a - Overflow Shelving
B2 - Heating and Ventilation
B3 - Archives & Shipping
B4 - Records Office
B5 - Book Repair

GENERAL KEY

◠ - DOOR
═ - WINDOW
▭ - DESK
☒ - ELEVATOR
UP DN - STAIRS
102 - ROOM #
PA - SUBJECT HEADING

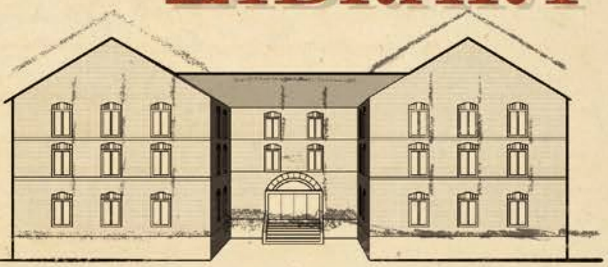
0 5 10 20

DRAWING NO. 1 OF 2

SUBJECT HEADINGS

AN - Newspapers (Archive)
AP - Periodicals
B - Philosophy
BF - Psychology
D - History, World
DS - History, Asia
E - History, USA
HB - Economics
HM - Sociology
M - Music
N - Fine Arts
NA - Architecture
PA - Classical Languages
PB - Modern Languages
PN - Drama/Theatrical
PR - Literature
R - Medicine
TR - Photography
UF - Civics

ORNE LIBRARY



DIRECTORY OF ROOMS

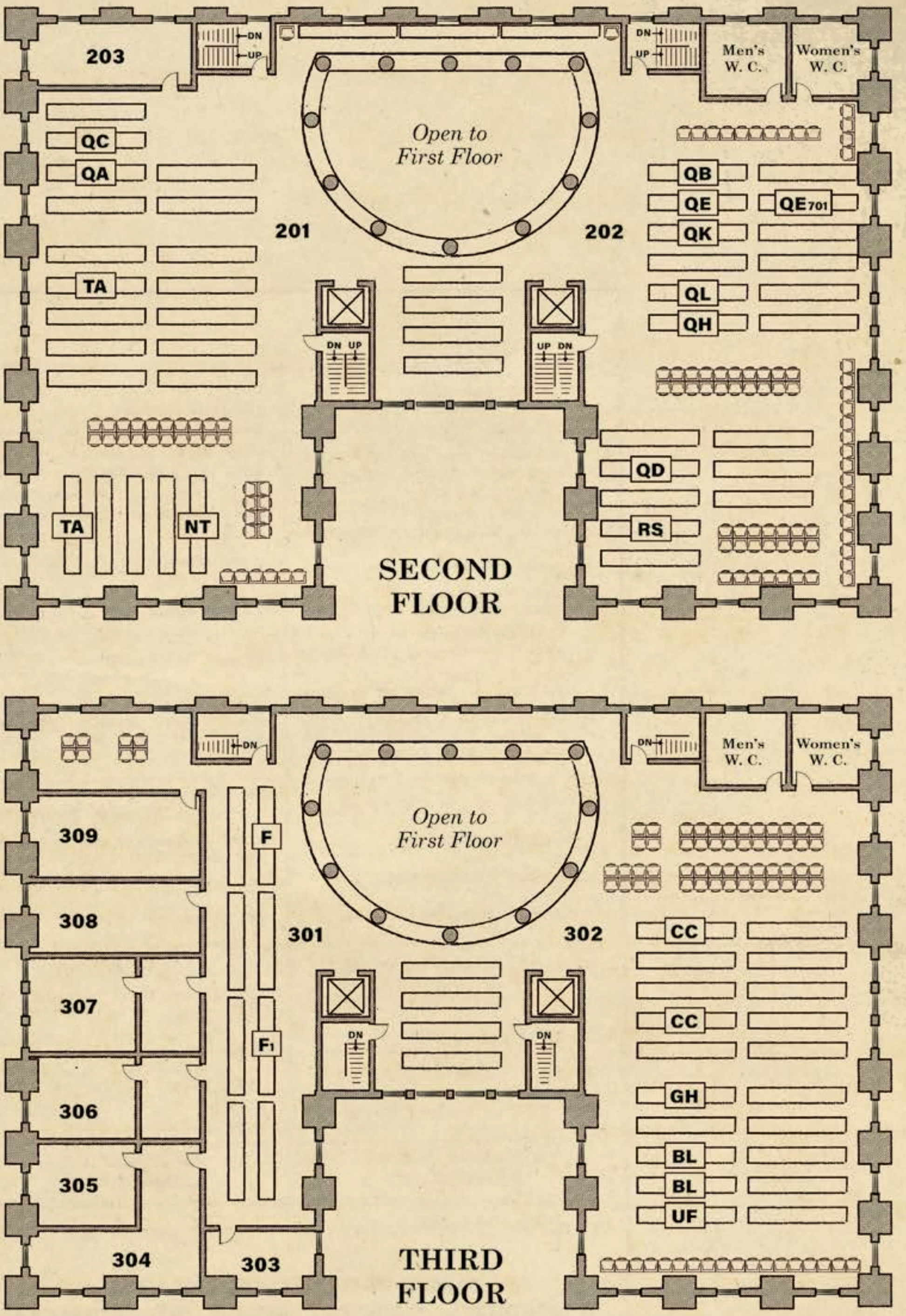
Second Floor

201 - North Bookstacks
202 - South Bookstacks
203 - Staff Room

Third Floor

301 - North Bookstacks
302 - South Bookstacks
303 - General Documents Storage
304 - Rare Book Collection
305 - Study Room*
306 - Dr. Armitage's Office
307 - Dr. Llanfer's Office
308 - Historical Charts & Maps Collection
309 - Randolph Haskett Law Library

* From late 1928 onward, Room 305 houses the Special Restricted List (aka the Restricted Collection).



203
DN
UP
Men's W. C.
Women's W. C.
QC
QA
TA
TA
NT
Open to First Floor
201
202
QB
QE
QE701
QK
QL
QH
QD
RS
DN UP
UP DN
SECOND FLOOR
309
308
307
306
305
304
303
F
F1
301
302
CC
CC
GH
BL
BL
UF
THIRD FLOOR

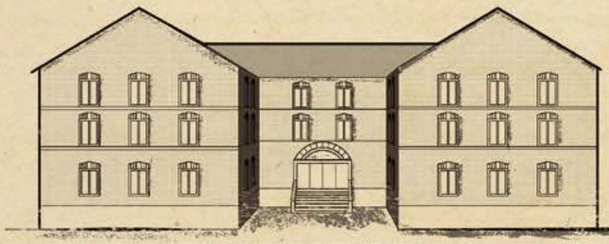
GENERAL KEY

- DOOR
- WINDOW
- DESK
- ELEVATOR
- STAIRS (UP, DN)
- 102 - ROOM #
- PA - SUBJECT HEADING

0 5 10 20

DRAWING NO. 2 OF 2

ORNE LIBRARY



SUBJECT HEADINGS

BL - Religion & Mythology	QC - Physics
CC - Archaeology	QD - Chemistry
F - Local History	QE - Geology
F1 - History, New England	QE701 - Paleontology
GH - Anthropology	QH - Biology
NT - Metallurgy	QK - Botany
QA - Mathematics	QL - Zoology
QB - Astronomy	TA - Engineering

Historical

An establishment rock-ribbed in its Protestantism, the hospital was previously named the Arkham Teaching Hospital but changed its name at the behest of the last will and testament of Mrs. Mary Elliot Wharton, an Episcopalian, who left the trustees $150,000 for a new wing in 1892.

Notable Folk

- Dr. Cecil "Doc" Waldron, 69, the campus physician, spends time here when he's not in his infirmary in the basement of the Science Hall (see **Campus Physician & Infirmary**, 612-E)
- Ellen Whipple-Smith, 51, is a senior nurse and secretly a member of the **Arkham Coven** (page 51). She is a psychopathic killer, responsible for numerous patient deaths.
- Jaspar Peafield, 37, is a mortuary attendant who prefers to work the night shift due to him being an ally of the ghouls resident in Arkham.

Strangeness

Ellen Whipple-Smith keeps the cult supplied with hair, blood, and fingernails from prominent Arkham residents, as well as organs stolen from the morgue. Note that those investigating the witch cult and who become injured, may find themselves under the "care" of Nurse Whipple-Smith.

Apart from the ministrations of Nurse Whipple-Smith, there is a secret tunnel that provides access to the hospital's morgue. Connected to the labyrinth of tunnels below the Campus and Arkham, this one was established around 40 years ago by local ghouls and their human allies. Careful not to arouse suspicion, the ghouls tend to only make use of this free buffet when times are hard or when a certain corpse is deemed "necessary" for whatever the ghouls have in mind.

In the past, some of MU's student fraternities have demanded their pledges sneak into the morgue and spend a night there, or else to steal a body. Due to a couple of incidents, fraternities tend not to put their pledges through this anymore, although a fraternity's corporate memory is short and such antics could well happen again in the future.

627 UNIVERSITY EXHIBIT MUSEUM

687 W College Street

Constructed in 1902–1904, this two-story building boasts a range of exhibits, including a large natural history section with a mounted "*Brontosaur*" skeleton and many other, smaller fossils. A series of halls contain geological samples, stuffed animals, and dramatic dioramas of early Miskatonic Valley life from primitive humans to the Misqat people to early colonial settlers. Display cases are mounted on walls or else on solitary pedestals, each showcasing historical artifacts. The museum is free of charge and open to the public between 10:00 am and 6:00 pm, Tuesday to Saturday.

The museum's outer façade is grand and austere, decorated (like so many of the newer campus buildings) in neoclassic style. Corinthian columns and marble statues of Jeremiah Orne and Stanley Hoyt flank the entrance. Within, wide galleries and spacious halls abound, all dressed in granite and marble. Tall windows and skylights provide ample illumination, although at day's end the shadows lengthen ominously. Footfalls and voices echo.

Funding for acquisitions has always been sparse. For many years, the collection became a little stagnant, as there was little funding beyond an occasional private donation. In recent years, however, the museum has enjoyed a resurgence under its current curator, Xin Peng, who appears to be something of a star in terms of squeezing money out of the university and Arkham's well-to-do social elite.

Apart from the curator, there are currently three associate curators who assist with the administration of the museum. Their duties include the cataloging and preservation of museum holdings. Volunteer tour guides, including eager MU students, provide visitors with insights into the exhibits as well as general historical information about Arkham. The team is supplemented with a receptionist, two janitors, and Billy Costner, the caretaker (who also acts a night watchman). Costner lives in a small apartment in the basement of the building, along with his German Shepherd named Rex.

Historical

The museum, originally housed on the second floor of the old New Main Building, was built in 1765 on West College Street, as part of the newly formed Miskatonic Liberal Arts College. What with the growth of the university and the museum's collection, plus the damage caused by a fire, the New Main Building was torn down and replaced in 1902 with purpose-built premises to house the museum.

As part of the Jeremiah Orne Bequest, which included nearly 300 volumes donated to the MU library, there were a multitude of relics from Orne's travels given to the museum. Over time, many of these have been put on display, although a sizeable portion remains unseen by the public. Come 1847, the Hoag family of Kingsport provide the Hoag Bequest, which further adds a range of curious artifacts from Polynesia and beyond. Again, many of these have yet to appear on displayed.

Notable Folk

- Xin Peng, 62, is the museum's curator and general manager. Born in China, he came to San Francisco in 1863 with his family. His forward-looking parents managed to get him into a school, and he thereby received a full education. Xin came to Arkham to work in the Department of Modern Languages (614-B), and later took up the position of curator of the museum.
- Billy Costner, 38, is the live-in caretaker.
- Rex, 6, is Costner's German Shepherd and the museum's official watchdog.
- Glenda Baxter, 34, is one of the assistant curators.

Look to the Future

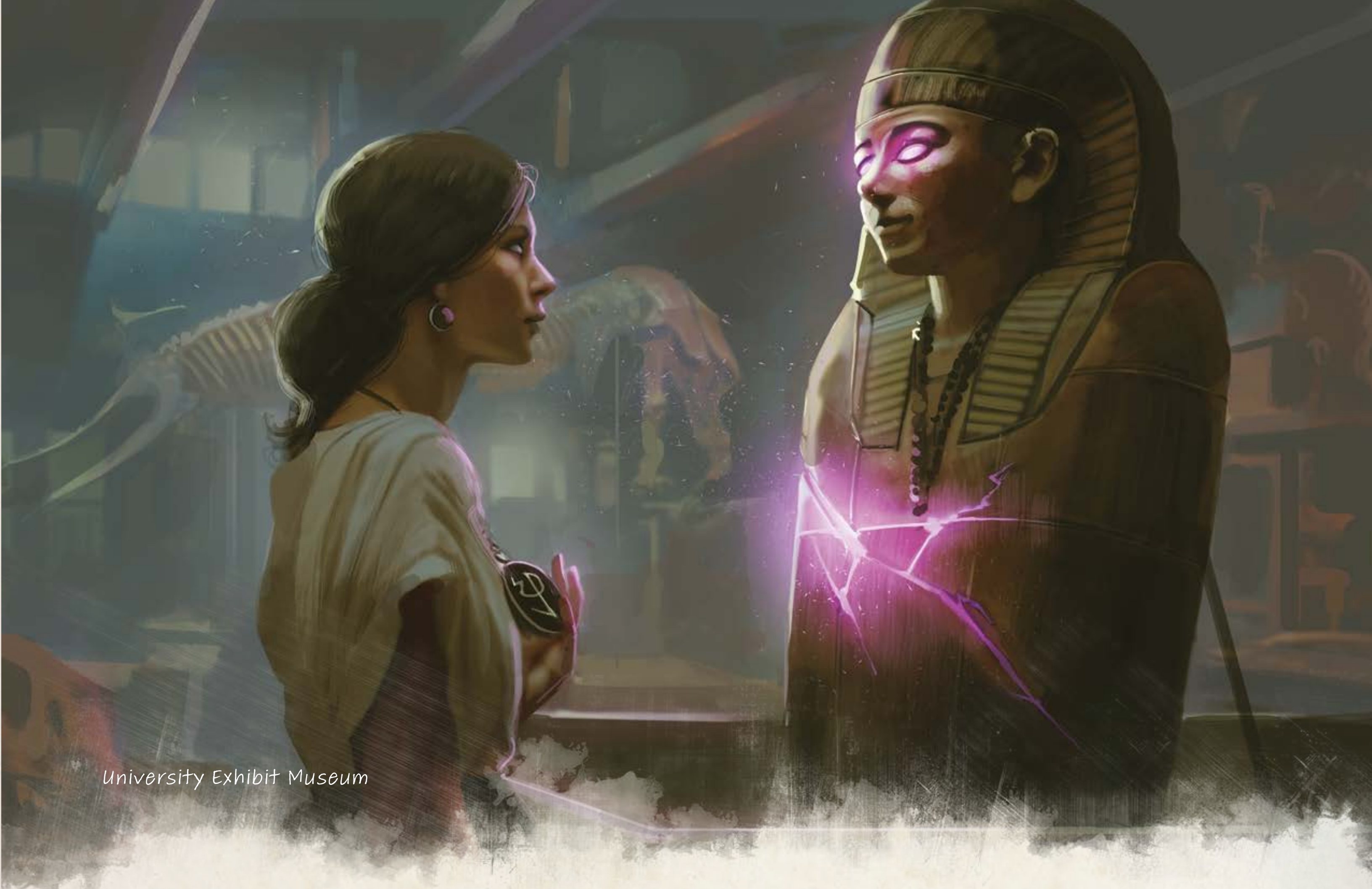
The aging Xin Peng retires in 1924, and his replacement is George Grewe, a vigorous and ambitious man from one of the old Arkham families, who plans numerous changes and acquisitions to "bring the museum into the twentieth century." Just like Xin, Grewe is an able fund raiser and embarks on a series of events to draw new money to the museum.

In 1931, after the collapse of the Witch House (see **Dombrowski's Boarding House**, 723), and aside from books and papers turned over to the Orne Library, the museum acquires an oddly fashioned sacrificial bowl and knife, a small statue of a barrel-shaped creature (an Elder Thing) made from a strange blue stone, and the misshapen skeleton of rat creature with a human-like skull (Brown Jenkin). See Lovecraft's "The Dreams in the Witch House."

Layout

The first floor houses the main collections, each divided into "halls," as follows:

- **Hall of Ancient Cultures**
- **Hall of Ancient and Classical Arts**
- **Art Gallery**
- **Hall of Geology**
- **Hall of New England History**



University Exhibit Museum

- **Hall of Contemporary Cultures**
- **The Orne and Hoag Collections**
- **Rotating Exhibit Hall**

The upper floor contains supplementary, rotating exhibitions, as well as offices, a small reference library (staff only), and the curator's personal office. The basement contains a preservation room, a taxidermy room, and the private residence of the caretaker, Billy Costner. In addition, the basement provides locked access to the Museum Vault, which lies below and holds items deemed too precious, too fragile, or too disturbing for public display.

The Museum's Holdings

Natural History: includes a stuffed elephant, lion, and a massive shark, as well as an incorrectly labeled *Sauropod* skeleton ("*Brontosaur*") plus an array of smaller fossils. An extensive exhibit discussing evolution drew community protest when it opened a year ago (the museum was nearly closed in the furor), and it is still popular among progressive-minded students.

Geology: various geological samples, crystals and gemstones, and exhibits describing long-term geological processes. Four models portray the evolution of the Miskatonic Valley from the last glacial episode some 10,000 years ago to the present.

Ancient Cultures: houses several dramatic dioramas concerning primitive humans. Mannequins depicting Iroquois, Inuit, and Misqat peoples are prominent portions of the display, as are impressive Roman and Viking dioramas. The dioramas depicting the primitive (and scantily clad) life of Neanderthals and Cro-Magnons have been and continue to be a source of controversy.

Ancient and Classical Arts: Grecian urns, plaster casts of Greek, Roman, and Gothic statuary and friezes, and a medieval broadsword in quite excellent condition. A set of perfect stone spheres from Costa Rica are here, along with Aztec and Toltec artifacts from Mexico. MU expeditions contributed artifacts from Egypt, (including "Old Squinty," a mummy), Mesopotamia, and the ancient Maya of Central America. Notably, there are several examples of Innsmouth golden jewelry on display here, although museum staff mislabeled them as "Aztec Jewelry."

Contemporary Cultures: currently showcases the wonders of modern industry and technology, with exhibits concerning photography, cinema, and wireless radio.

Art Gallery: paintings and sculptures drawn from Europe and the Americas.

Rotating Exhibit: materials on loan from other institutions. Currently, an extensive collection of Polynesian artifacts is available to view.

Orne and Hoag Collections: samplings of Caribbean and other cultures (artifacts, trinkets, and art) that MU's founder Jeremiah Orne collected during his career on the high seas. These are supplemented by the artifacts and art of the Hoag Collection, which originate from Polynesia and Asia.

New England History: artifacts and historical material from the pre-Colonial and Colonial eras. Exhibits detail the life of the Misqat and Wampanoag peoples, with an impressive collection of folk art, and also the history of colonization and cultural artifacts of the early European settlers. Of note is a large exhibit concerning the "witch hysteria" of the 17th century.

The Museum Vault

Holds items deemed unfit for public display. More than one professor has simply delivered a curious, shocking, or questionable object to the vault rather than preparing it for display. No catalog of the vault's contents is known to exist, and even the University's trustees ignore the question: anything in the vault was put there to be forgotten. Occasionally, the museum's curator descends into the vault on the hunt for some curio or other. Such items end up in his office for further examination or may be added to a display if they aren't too problematic.

Removal of something from the vault requires written permission from the museum's curator. The item must be named and described, and the request must be accompanied by a detailed explanation of what the applicant intends to do with the item. As hardly anyone knows exactly what is down there, there are few requests, with only the most reputable scholars getting their requests approved. From time to time, the curator may allow a trusted academic into the vault, although such visits are supervised.

WHAT'S IN THE VAULT?

The contents of the Museum Vault are left to the Keeper's discretion. It is certainly possible for Mythos artifacts to reside here, hidden and forgotten. Equally, the inanimate spawn of some otherworldly creature could be lying in wait for a luckless individual to find and somehow bring back to life.

Likewise, the main collections of the museum could contain anything the Keeper feels would be of value to one of their scenario plots. For example, the scenario "Missed Dues" (from the *Call of Cthulhu: Keeper's Screen Pack*) features unusual artifacts that are stolen from the museum. As no museum's displays are totally static, the Keeper has free reign to populate this one however they like.

Strangeness

Given its collection of unusual cultural items, the museum has always been something of a magnet for gossip and superstition. Here are a few of the weirder details whispered by Arkham folk.

- The museum is a popular spot for student dating; student lore alleges that the degree of a coed's interest in the under-clothed evolution dioramas betrays her relative inclination toward other "primitive" behavior.
- Rumor says that the Museum Vault holds a fortune in Spanish gold. Supposedly, pirate treasure stolen by Jeremiah Orne. His fabulous plunder is the *real* source of MU's prosperity.
- One story tells of a local criminal (his identity varies) who in 1912 stole into the vault through the city sewers. He was never seen again.
- The museum is haunted. Few in Arkham would willingly spend the night inside the darkened museum. In 1921, a student was dared to stay the night inside and was found a gibbering wreck the next morning. Nobody can seem to confirm his name or say where he is now.
- Many believe that those who fall asleep in the museum suffer horrible nightmares.
- Old Squinty, the Egyptian mummy, is either a well-loved mascot or a lurking menace, depending on who you ask. According to campus legend, Old Squinty was once Keshetsu, an Egyptian scribe worked to death by the pharaoh Cheops, builder of the Great Pyramid (most of Miskatonic's student body are sympathetic to the poor man's plight). Others say that the mummy was a high priest who was executed by the pharaoh for excessive drunkenness. To this day, it is customary among campus fraternities to set aside a glass for Old Squinty at parties, and many new members are urged to drink one more for "Squinty's revenge." Several faculty members have called for the removal of the mummy, citing its deleterious effects on student morality, but, so far, he's remained on display. A few folks believe Keshetsu's spirit lingers on in the shriveled mummy, unharmed by the passing ages. Thus, depending on who is asked, Old Squinty harbors a dire hatred for the living or acts as a guardian angel to overworked students. Many students leave pennies or other offerings in front of Squinty's display case before finals.

628 ARKHAM BEES HOUSE

234 W Pickman Street

The first sorority established in the campus area of MU, the members of the Arkham Bees are characterized as ladies of high status with money to burn. The organization owns the stately Georgian mansion. Admission is not easy, as prospective pledges must pass the high entrance bar, which in practice means they come from the "right family."

Like their fraternity cousins the **Arkham Skulls** (803), with whom they enjoy a chummy relationship, the ladies of this sorority are known for their pranks and ability to (metaphorically) get away with murder. Everyone wants an invitation to their parties, and their annual Spring Formal held at the **Hotel Miskatonic** (634) has become the stuff of legend among MU's student population.

The house is in excellent condition and able to accommodate 30 young ladies, with paid maids and cooks to ensure the life of the sorority sisters is as trouble free as possible. All sophomore members and above must live in the mansion, while all freshmen (or "frosh" in modern parlance) must live in halls. Seniors tend to remain in the mansion, although a handful sometimes move out to take up an apartment in town. The current president is Meredith Knox, 22, a dedicated follower of fashion and something of a know-it-all.

Benefits

Those wishing to join the sorority must be nominated by a member (current or alumni) and undergo an initiation process, although one somewhat less risky than their male fraternity counterparts and more fitting for a lady's decorum. Once initiated, each member contributes $60 per year, split over semesters. For each full year of membership, an investigator may add +1D10 percentiles to one skill from Charm, Fast Talk, Intimidate, or Stealth (others at the Keeper's discretion), to a maximum of 50%.

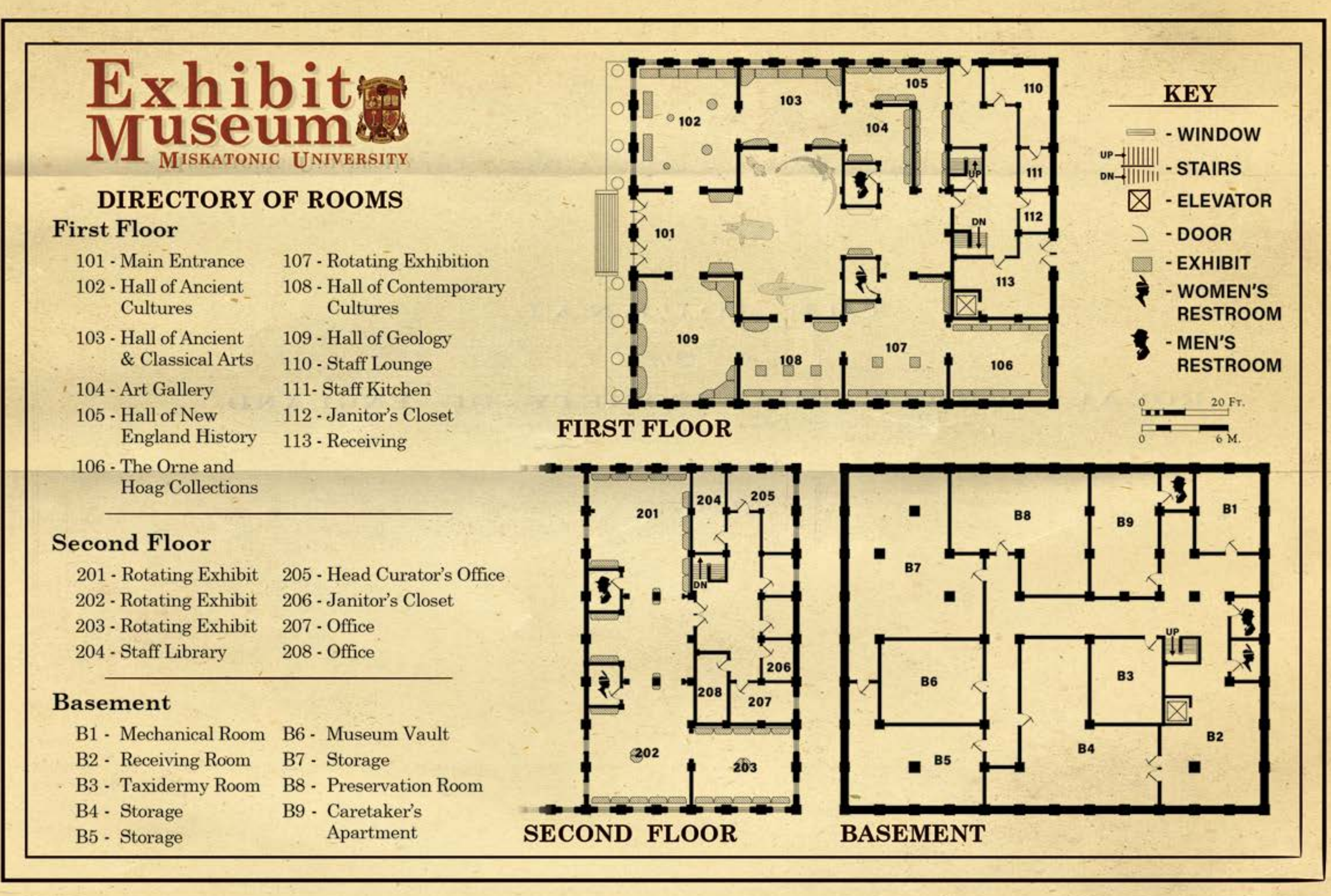


Exhibit Museum
Miskatonic University

DIRECTORY OF ROOMS

First Floor

- 101 - Main Entrance
- 102 - Hall of Ancient Cultures
- 103 - Hall of Ancient & Classical Arts
- 104 - Art Gallery
- 105 - Hall of New England History
- 106 - The Orne and Hoag Collections
- 107 - Rotating Exhibition
- 108 - Hall of Contemporary Cultures
- 109 - Hall of Geology
- 110 - Staff Lounge
- 111 - Staff Kitchen
- 112 - Janitor's Closet
- 113 - Receiving

Second Floor

- 201 - Rotating Exhibit
- 202 - Rotating Exhibit
- 203 - Rotating Exhibit
- 204 - Staff Library
- 205 - Head Curator's Office
- 206 - Janitor's Closet
- 207 - Office
- 208 - Office

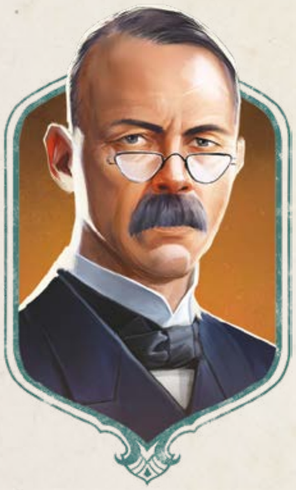
Basement

- B1 - Mechanical Room
- B2 - Receiving Room
- B3 - Taxidermy Room
- B4 - Storage
- B5 - Storage
- B6 - Museum Vault
- B7 - Storage
- B8 - Preservation Room
- B9 - Caretaker's Apartment

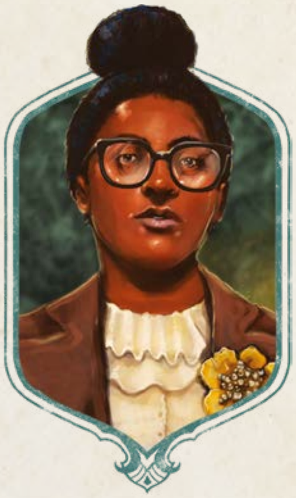
629 HOYT ADMINISTRATION BUILDING

333 W College Street

This three-story structure, built in 1912, overlooks much of the campus. The first and second floors contain administration services including academic information and registration across several offices and meeting rooms. The first floor also houses a counseling service and the offices of the student newspaper, the *Miskatonic University Crier* (see page 189). The third floor's offices contain the offices of the president, vice-president, and their staff, along with meeting and conference rooms. The building is open 8:00 am to 12:00 pm, and from 1:00 pm to 5:00 pm, Monday to Friday.



Marinus Bricknell



Ruth Ellen Whitby

Notable Folk

- Dr. Seymour Addleson, 60, is MU's president and looking forward to retirement in a few years.
- Dr. David Edmund, 51, is the vice-president and an uninspiring leader; he assumes he will take over when Addleson retires.
- Marinus Bricknell, 47, is the dean of students, responsible for student discipline and conduct.
- Ruth Ellen Whitby, 35, is the registrar, concerned with university admissions, scholarships, and the day-to-day smooth running of the institution.
- Miss Lisette Lee, 51, is the bursar, a prim and stern lady who may have missed her calling as a Mother Superior.

Look to the Future

President Addleson retires in 1925 and is replaced by 48-year-old Dr. Harvey Wainscott. Formerly a dean at Dartmouth, Wainscott presides over a reorganization of the university in a modernizing effort. In 1928, Wainscott stirs up Arkham by running for mayor against longtime incumbent Joseph Peabody (**Town Hall**, 217).

630 ELI HALL (SCHOOL OF LAW & BUSINESS)

309 W College Street

Completed in 1899, this moderately sized building houses the School of Law and Business, a relatively small college compared to MU's medical and liberal arts schools. Professor Oldham Newbury, 56, is the dean of the college and a lawyer by trade. Within are the college's classrooms, lecture halls, offices, and a courtroom for mock trials. The latter is block booked on Tuesday and Thursday nights by MU's Debate Society, who also hold a monthly pseudo-historical debate in full costume—an event

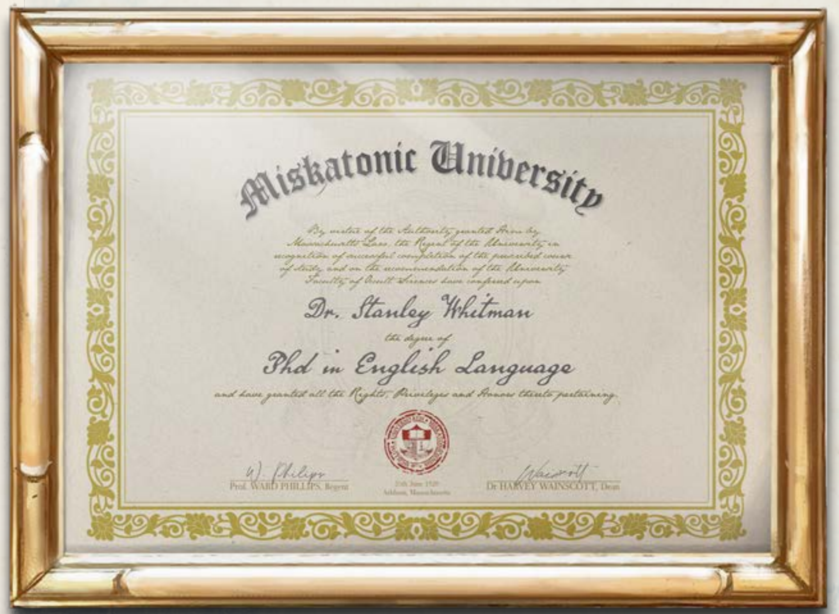
A STUDENT'S LIFE

A semester's tuition costs $125. A dormitory room costs $91 a semester, while three daily meals at a dormitory cafeteria cost $87.25 per semester. Combined, this amounts to just over $300 per semester, or $600 per academic year. Fall semester runs from September to mid-January, with a three-week break in December. Spring semester begins either the fifth Monday of January, or the first Monday of February, and concludes the second Friday in June. The university offers a few tutorial classes or introductory classes required for graduation during summer vacation, but never specialized upper-division or graduate-level instruction.

MU takes its *in loco parentis* duties seriously, prescribing student hours and behavior in detail. Curfews at 10:00 pm, strict segregation of the sexes, and enforcement of school traditions are normal to the time but may seem far-fetched to modern readers. Students who fail to rise when their instructor enters the classroom may be expelled, for instance. When not in a classroom or the library, an unruly student may be confined to their room, and a system of resident assistants sees that this is done.

Faculty and staff must not be merely competent but must be of sound morals and reputation. Those who become the subject of unhealthy gossip or otherwise entangled in criminal or unsavory situations do not last long at Miskatonic, though certain allowances are made for exceptional talents or those with patrons in the administration or among wealthy alumni.

Though the university offers only 20 full-tuition scholarships each semester, various private charities and trusts supplement these through full or partial scholarships. Those winning a scholarship must still find some form of employment or income to pay for room, board, and pocket money. This is not an easy time in which to be poor.



Miskatonic University

By virtue of the Authority granted them by Massachusetts Law, the Regent of the University in recognition of successful completion of the prescribed course of study and on the recommendation of the University Faculty of Occult Sciences have conferred upon

Dr. Stanley Whitman

the degree of

Phd in English Language

and have granted all the Rights, Privileges and Honors thereto pertaining.

W. Philips
Prof. WARD PHILLIPS, Regent

Arkham, Massachusetts

Wainscott
Dr HARVEY WAINSCOTT, Dean

Diversity

While MU is predominantly full of white, male undergraduates, they are not the only students or academics on campus. The university has welcomed female undergraduates since 1879 and, by the 1920s, female post-graduates and professors are a near-common sight on campus. In addition, a small number of church-sponsored students from China, Africa, India, and Polynesia attend the university, with many of these living off-campus with congregants of their sponsoring churches. African American and Black students have been graduating from MU since 1855. Like most of the church-sponsored students from afar, many students of color prefer to live off-campus with family or friends.

When discussing post-graduate students, the academic staff, and university support workers, there is a broader diversity, although white males still make up the majority of professors. In terms of the academics, professional rivalry, jealousy, and general antagonism between teaching staff is, unfortunately, as common as in other institutions.

In terms of sexuality, student and university life encompasses all possibilities, although same-sex relationships are, on the whole, covert like in the rest of 1920s society, although a handful of people are working to address and challenge mainstream society's narrow outlook and are sowing the seeds that will bear fruit in the latter decades of the 20th century.

Nevertheless, about 90 percent of the student body are white males, usually linked with well-to-do, often local, families. The majority of these are also (at least nominally) mainline Protestants, though recent years have seen a slow but steady rise in Irish and Italian Catholics, as well as Jewish students and academics. Note that, in the 1920s, Harvard, Cornell, Columbia, and Yale, among others, operated a discriminatory and racist "Jewish quota" designed to limit or deny access for Jewish students. The possibly more enlightened administration at MU decided in 1911 that a more open admissions policy might attract "high-flying" candidates who otherwise would not find a means to reach their potential.

The historical restrictions and the issues of American society in the 1920s are presented factually, but each Keeper and their group should determine the level of historical verisimilitude desired in their games. Where one group may wish to explore and frame their games with a greater degree of historical accuracy, others may prefer to disregard such things entirely. Both paths have merit but ensuring everyone in the game is comfortable is the top priority.

that usually draws a crowd. Last term, a debate on the topic of human (and American) liberty and the divine right of kings saw a shouting match between Thomas Jefferson and King George III, much to the delight of the audience.

Department of Business (630-A)

The department aims to produce the next generation of industrialists and entrepreneurs, focusing on administerial and managerial techniques, business economics, and logistics. The department's chair is Dr. Anthony Westgate, 53, who is dedicated to playing the stock market—come 1929's crash, he loses everything. Nathaniel Wingate Peaslee of the **Department of Psychology** (614-O) still enjoys close ties to this department due to his former career as professor of economics (see **Home of Nathaniel and Wingate Peaslee**, 607).

Law Department (630-B)

Created in 1862, the law school has grown steadily since its inception, and is much the bigger brother of the business department. Awarding students a general undergraduate pre-law degree, or a full *Juris Doctor* (JD) degree on completion of an intensive seven-year program. In terms of criminal law, MU's program is the equal of Yale's or Harvard's. The current chair is Dr. Richard Porter, a sometimes cold and aloof fellow, with a formidable legal mind.

631 SIGMA TAU ALPHA GAMMA HOUSE

136 W Pickman Street

Known as the "Stag Mansion" by its residents, this property is not owned by the university and is instead owned by the fraternity due to its previous alumni contributions. The building is set back from West Pickman Street by a long driveway, which makes the house practically invisible from the main street. A large Georgian mansion, able to accommodate 20 young men comfortably, it has seen a great deal of restoration work over the last few years, again paid for by generous alumni.

All members of good standing must live in the mansion, excepting freshmen who must live on campus in halls. Seniors, with adequate reason, may move out to live elsewhere in Arkham. The current "Stag," president is Marcus Tusk, 22, an award-winning high diver with a penchant for parties and playing a good prank.

Benefits

Those wishing to join the fraternity must be nominated by a member (current or alumni) and undergo a series of initiations that are usually foolhardy or downright dangerous, although things have relatively "calmed down" in recent years. Once initiated, each member contributes $50 per year, split over semesters. For each full year of membership, an investigator may add +1D10 percentiles to one skill from Charm, Fast Talk, Climb, Jump, or Stealth (others at the Keeper's discretion) to a maximum of 50%.

632 PACKER HOUSE

166 W Pickman Street

Named after the wealthy Catholic alumnus Joseph Packer, this building serves as a center for religious activity at MU, outside that of the **East Church** (505). Within can be found a chapel and the office of Father James Milliner, 46, the university's chaplain. Milliner conducts a small Catholic Mass each week, as well as Lutheran and Episcopal Eucharist services. As well as pastoral care and services, the building provides accommodation for students majoring in religion, and also a meeting space for several campus and community religious groups who do not (yet) possess permanent places of worship in Arkham.

MISKATONIC UNIVERSITY CRIER

MU's weekly student newspaper publishes news and gossip concerning MU and, sometimes, Arkham when there is relevance to the student body. Most students call it the "Crier," but a notable few (including the majority of the academic staff) call it the "Sniveler."

Most students who join the team remain working on the newspaper throughout their university years, with many eager to build up a body of work in the hopes of careers in journalism. The Monday editorial meetings can be blustery affairs, with students pitching their story ideas to the managing editor.

Howard Prescott is the managing editor and a precocious and sometimes annoying young troublemaker. Skinny and habitually winking through his wire-rim glasses, Prescott prefers editorializing to journalism, and glories in picking fault with the MU's administration. Clashes with his faculty advisor and censor, Dr. Stanley Whitman (**Department of English**, 614-A), are a regular occurrence. Prescott enjoys nothing more than slipping in something controversial. Even the usually fair-minded president, Dr. Addleson, finds it impossible to like Prescott, though he admits that his young nemesis is ingenious. Despite some calls to turf the wannabe journalists out of the building, the current administration prefers to keep the newspaper close and retain a modicum of control.

Investigator Organization

The *Crier* provides a great set up for an investigator organization as it allows a range of students (under- and post-graduate), as well as academics, to play a role in the newspaper's production. Such people can come from a diverse spread of interests and backgrounds yet share a common purpose: to uncover secrets and explore events and mysteries—ideal for a group of Mythos investigators. There's no reason why the students can't be supplemented by a few Arkham residents outside of MU, each with their own reasons for helping to gather and investigate stories for the *Crier*. If such a setup is used, the Keeper may wish to reorganize the newspaper, perhaps replacing Howard Prescott with a player character or retaining Prescott as an NPC who can help direct the investigators to various "newsworthy" stories.

633 PLEASANT CAFÉ

265 W College Street

A popular off-campus dining spot, this café is usually full of sophomores and juniors seeking romance, law students arguing case law, and "campus intelligentsia" holding court on everything else. Seated students humbly give up their table or booth for faculty members, who also enjoy eating here. Lunch and dinner are more expensive here compared to Arkham's other eateries; thus, normal Arkham folk tend to go elsewhere to avoid the expense and noise. The café's cherry pie is considered to be the best in Arkham. Open 11:00 am to 9:00 pm, Monday to Saturday, and 12:00 pm to 4:00 pm Sunday.

Roger Stewart, the owner, has negotiated to obtain a special license to serve Sunday lunch, an extraordinary exception to Arkham's Blue laws. Thus, as the only place south of the river open on a Sunday, it inevitably draws a crowd. Stewart is petitioning for permission to open for Sunday breakfast-brunch, although the chances of extending his permit are practically zero due to the outcry from the town's religious leaders.

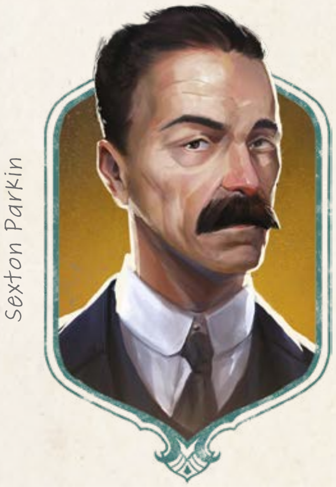
Notable Folk

- Roger Stewart, 38, is the owner who knows an opportunity when it presents itself.

634 HOTEL MISKATONIC

201 W College Street

A large, five-story building, built in 1889 and opulently refitted and renovated just five years ago, it offers the finest and most expensive lodging in Arkham. The views from its upper floors are impressive and beautiful, with prospects across the campus and the river. Important and prestigious guests of the university stay here. The hotel is also the regular venue for the annual Arkham Bees' sorority formal each spring.


Sexton Parkin

Offering a total of 48 rooms, plus suites, with internal elevators and staircase, plus two external fire escapes. The first floor houses the reception and lobby, back offices, restaurant, conference and meeting rooms, and a coffee lounge. Rates begin at $5 per night for the cheapest rooms, rising to $10-$30 per night for the majority of rooms, with luxury suites commanding $50 per night.

Notable Folk

- Robert Beckworth, 59, is a financier/developer and owner of Hotel Miskatonic as well as the **Tower Professional Building** (119). He frequently makes use of the hotel's conference room or else hosting parties here.
- Sexton Parkin, 45, is the hotel's aloof general manager who dislikes poor people.
- Thom "Mackey" MacKinnery, 33, is a helpful and very discreet concierge who likes nothing more than making a buck on the side.
- Danny O'Bannion (**Lucky Clover Cartage Co.**, 412) lives in a palatial suite at the top of the hotel. Getting to his rooms isn't easy due to the two guards that keep watch over the suite when O'Bannion is in residence.
- Edwin White Perkins III, 32, is a wealthy dilettante who is secretly a member of the **Arkham Coven** (page 51).

Strangeness

While the hotel appears free of ghosts, phantoms, and other weirdness, this does not mean it hasn't accommodated a range of strange people over its history, any of which could have left behind "something" when they vacated their room. The hotel's ventilation shafts make great places to hide things, be it money, jewels, or mystical artifacts, and who knows what might lurk under the floorboards of certain rooms.

During its history, the hotel has been the venue of at least three murders and two suicides. Its rooms may have housed not only criminals and corrupt politicians, but also fringe scientists, disguised off-world travelers, and serial killers. You never know who is in the room next to you…

635 SOCIETY FOR THE PREVENTION OF CRUELTY TO ANIMALS (SPCA)

148 W Pickman Street

A relatively new organization dedicated to the prevention of cruelty to animals. The building houses a small reception, offices, veterinary treatment rooms, animal care facilities, and a furnace in the basement. While a few animals (mainly cats and dogs) live here, such stays are short-term, with the animals moved on to other facilities or foster homes until the agency can find permanent homes. The operation is well-funded by some of the town's most prosperous citizens. The SPCA tries to work with the Arkham authorities, drawing attention to suspected cases of animal cruelty and prompting the police to act. Injured and rescued animals usually come here first for assessment and treatment before being fielded out to foster homes or other facilities in the region.

Notable Folk

- Wilma Peabody, 62, is the president and the sister of Mayor Joseph Peabody (**Town Hall**, 217), a bossy but kind-hearted lady.
- Clifton Pickney, 28, is the young veterinarian from NYC who just took a position with the SPCA.

Historical

Due to her connections, Wilma Peabody has filed a suit against the students alleged to have acted cruelly to animals while conducting some kind of fraternity "prank" (see **The Unvisited Island**, 401, and **Cunningham's Pet Shop**, 418-A). She intends to see all the students, no matter their family connections, pay for their crimes. Her outspoken comments on the case are helping to fuel and sell copies of Arkham's newspapers.

636 UNIVERSITY BOOKSTORE

143 W College Street

Founded in 1910, the university owns this bookstore. It stocks all the required texts for the first two years of MU's courses, although it is renowned for under ordering; thus, students must be quick to ensure they purchase the only copies available at the start of each semester. Those who miss out must wait until a resupply comes in and hope they can borrow a classmate's books. Some give up the wait or avoid it entirely by going straight to **Jaywil's Book Store** (432-A)—Jaywil also stocks a more esoteric range of books for discerning students. Notably, the University Bookstore does not buy back used textbooks, which gives rise to seniors trying to offload their well-worn and note-ridden copies on freshmen.

Notable Folk

- Albert Geismann, 59, is the aging and forgetful manager, and a former faculty member.

637 HARRIET BOTSFORD HOTEL FOR WOMEN

122 W Pickman Street

Partially supported by a trust left by Harriet Botsford, this three-story hotel provides 16 large, well-furnished rooms for single working women at the bargain rate of $16 per month. Strict rules apply, however. Only lobby telephones are allowed, and men may only enter the front lobby (a sumptuous lobby, with a grand fireplace and a piano). Overnight female guests of residents must be registered in the hotel's book and are limited to a one-week visit. The front door is locked at 9:00 pm, and no admittances are made after that hour without prior special arrangement, as the residents are not given a lobby key. Thus, after 9:00 pm and before 6.30 am, residents and visitors alike must be personally admitted by the manager. Any serious violation of the rules is grounds for eviction, and evictions are quick in Arkham.

Notable Folk

- Abigail Flint, 46, is the manager. She has disdain for those who break the rules and no time at all for male students calling on her residents.

638 NOOK ENDS

102 W Pickman Street

While the majority of students buy their textbooks at the **University Bookstore** (636) or from **Jaywil's Book Store** (432-A), most come to Nook Ends in search of something to read for pleasure. This tiny, cramped shop specializes in cheaply bound fiction that most would agree falls toward the "low end" of the literary spectrum. Rather than dry academic texts, the shelves burst with fictional thrills and adventure.

Unlike most of the other bookstores in Arkham, the "Nook" buys used books. So, even though the store does not order in or stock new textbooks, its used-books section usually has copies of last semester's major texts, making it popular among thrifty students.

Patrons will find popular romances like Georgette Heyer's *The Black Moth* (1921), and crime stories like Sir Arthur Conan Doyle's *The Hound of the Baskervilles* (1902) and John Buchan's *The Thirty-Nine Steps* (1915). There is also usually a wide selection of horror and other speculative fiction, including works like W. W. Jacobs' *The Lady of the Barge* (containing "The Monkey's Paw"; 1902), Arthur Machen's *The Great God Pan* (1894) and *The White People* (1904), and *The King in Yellow** by Robert W. Chambers (1895). Come 1923 onward, copies of *Weird Tales** begin to appear on the shelves too.

**Such titles may include elements considered to parts of the Cthulhu Mythos. Whether these tales, including ones by Lovecraft appearing in* Weird Tales *exist in the game world should be the Keeper's decision. It's unlikely such stories would grant more than one or two points of the Cthulhu Mythos skill, but they may serve as plot hooks or additional, minor information resources. If so, one must assume that the authors somehow "picked up" nuggets of truth that they later incorporated into their fiction; the stories are essentially flights of fancy containing a kernel of cosmic truth, but nothing more. Of course, if this all sounds like too much work, simply remove Lovecraft and others from your game world.*

Notable Folk

- Paul Fushille, 38, is the genial owner. An Arkham native, he loves books and thrilling stories, and is always eager to share his reading experiences with his customers.

Neighborhood 7: French Hill

700–799

French Hill contains some of Arkham's oldest homes. From brick row houses to larger homes with gambrel roofs, as well as a few Georgian houses of impressive proportions—now decaying—that line the hill. Some houses perch precariously, tilting crazily over the narrow streets. Many of the lanes and alleys between the main streets are no more than flights of stairs that twist upward to end at dark doorways. The neighborhood is bounded by East Church Street to the north and East Pickman Street to the south, South Garrison to the west, and South East Street to the east.

Populated predominantly by those of Irish heritage, with the more prosperous living on the eastern side of the hill and down across East Street in newer, more expensive homes with small front and back yards. The northern slope of the hill holds poorer families, including Irish, Polish, and French-Canadians. The western slope houses a greater number of Polish immigrants who form a close community among its clustered, gambrel- and gable-roofed homes.

Notable structures include soot-stained Bayfriar's Church on East Church Street, the First Baptist Church of Arkham on Lich Street whose spire dominates the skyline, and the infamous "Witch House" on East Pickman Street, said to be over 200 years old and suspected of being the oldest building in Arkham.

701 WELLHEALTH DRUGSTORE

Southeast corner of E Church & S Garrison

Wellhealth is a national chain of pharmacies that began in 1903 and has its head office in New York City. The firm has rapidly expanded with stores along the East Coast and into the Midwest. With Prohibition, the fact that customers can purchase medicinal alcohol in its stores has contributed significantly to the business' success.

Medical prescriptions, over-the-counter drugs, cosmetics, film processing, and more can be purchased here, along with sodas and ice cream in the summer, and hot soup in the winter. The store's cheaper prices are attracting customers away from Arkham's oldest pharmacy, **Bryant's Apothecary** (441). Open 8:00 am to 6:30 pm, Monday to Saturday.

Historical

The sale of alcohol for medicinal purposes is limited to one pint per customer every ten days, although the store's records aren't all they could be. Thus, enterprising customers aware of this fact often get their "prescriptions" filled every few days rather than waiting the full ten.

Notable Folk

- Cole McDermott, 42, is the manager and chief pharmacist. Key skills: First Aid 40%, Science (Chemistry) 70%, Science (Pharmacy) 55%, Medicine (Diagnose Common Ailment) 45%.
- Patricia Macready, 38, is the other pharmacist. Key skills: First Aid 50%, Science (Chemistry) 45%, Science (Pharmacy) 50%, Medicine (Diagnose Common Ailment) 55%.

702 CAMPUS BICYCLE SHOP

146 E Church Street

While not technically part of MU's campus, this enterprising store attracts students and those seeking two-pedaled transportation. Cyclists can purchase or rent, and have their bicycles repaired and serviced here. Rental costs 75 cents per day, while purchasing a new, top-of-the-line model will set you back around $20–$45. Cycling accessories, like tires, pumps, and patch kits are also available. Open 8:30 am to 5:30 pm, Monday to Saturday.

Notable Folk

- Chester Goodman, 36, and his wife, Nadine, 33, are the helpful owners who like nothing better than advising customers and talking at length about their many bike trips around New England.

703-A ALMEN'S FLOWERS

259 S Garrison Street

From birthday bouquets to funeral wreaths, this flower shop has you covered. The store's daily displays and ready-made bouquets spill outside onto the sidewalk; while they brighten the street, some folks consider it to be a hazard. Open 8:00 am to 4:30 pm, Monday to Saturday.

Notable Folk

- Dr. Homer Winside, 66, is the owner and quite the botanical expert. Key skills: Art/Craft (Flower Arranging) 70%, Science (Botany) 85%.

Historical

Dr. Winside was formerly a professor at MU and participated in many expeditions to the tropics. He retired a few years ago and opened this shop. He is something of an authority on botanical matters, specializing in plants poisonous, carnivorous, and otherwise exotic.

Strangeness

Back in 1882, when Winside was a young post-graduate at MU, he participated in a field study with other academics concerning a meteorite that fell on land belonging to the old Gardner farm (see **The Blasted Health**, OS112). The report of the group's findings can be found in the **Orne Library** (623): *Geological Report Concerning 1882 Meteorite Fall* (see **New Tomes**, page 177). While the report was inconclusive, Winside may, if asked, be persuaded to remember the eerie sensations and weird atmosphere he encountered—things that still give him nightmares.

703-B COLLEGE BARBERSHOP

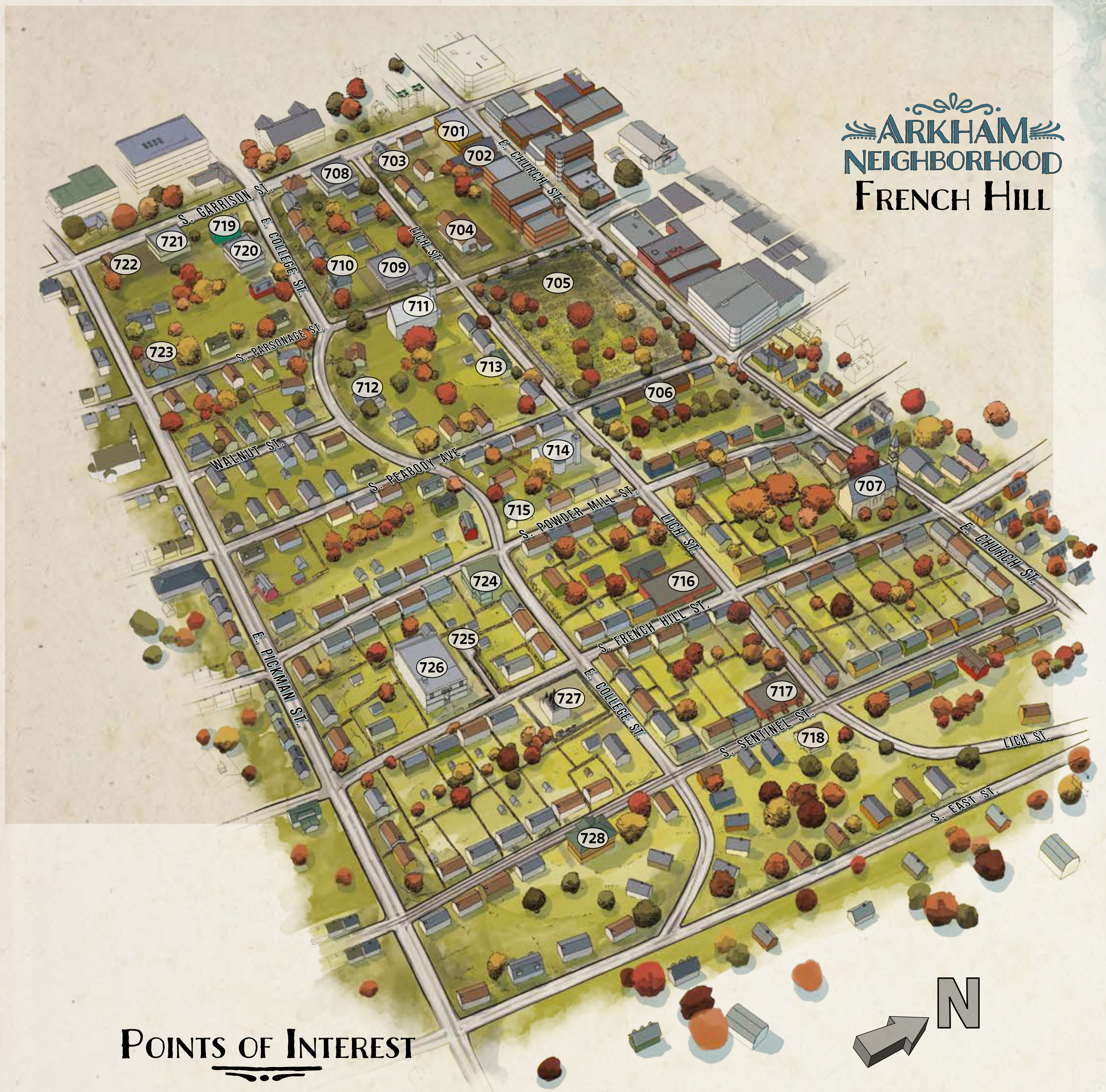
259½ S Garrison Street

A popular spot for MU faculty and students. Saturdays tend to attract a younger crowd. Offers quality haircuts and a stream of non-stop gossip. Open 8:00 am to 6:00 pm, closed for an hour at lunch, Monday to Saturday.

Notable Folk

- Rupert Frisbe, 56, is the talkative owner who probably knows more secrets about the people at MU than anyone else.
- Henryk Zajac, 31, is a recently recruited barber who is attracting new customers from Arkham's Polish community.

ARKHAM NEIGHBORHOOD FRENCH HILL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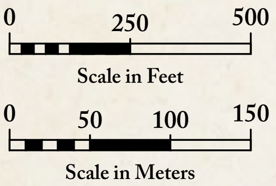
E. COLLEGE ST.
S. SENTINEL ST.
LICH ST.
S. EAST ST.
N

POINTS OF INTEREST

701. Wellhealth Drugstore
702. Campus Bicycle Shop
703-A. Almen's Flowers
703-B. College Barbershop
704. Mehler's Funeral Parlor
705. Old Arkham Graveyard
706. Southside Bathhouse
707. Bayfriar's Church
708. University Spa
709. Miskatonic University Garage
710. Lewiston House Hotel
711. First Baptist Church of Arkham
712. School of Positive Thinking
713. Smith's Boarding House
714. St. Michael's Catholic Church
715. Eben S. Draper Public School
716. Hogan's Bakery
717. Southside Gym
718. Arkham Academy for the Blind
719. Temple of Hope
720. Keenan's Laundry
721. Cobbs Creamery
722. New England School of Bookkeeping
723. Dombrowski's Boarding House
724. Young Men's Christian Association
725. Orne's Gangway
726. Imperial Theater
727. French Hill Transformer Station
728. Young Women's Christian Association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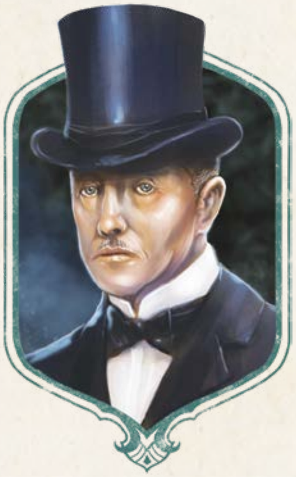
704 MEHLER'S FUNERAL PARLOR

171 Lich Street

One of Arkham's oldest funeral homes, Mehler's offers a full range of funeral services, including cremation. The premises consist of a reception, three chapel (viewing) areas with seating for mourners, two meeting rooms, offices, and preparation and storage areas. An annex to the side and rear of the property provides private quarters for the Mehler family. Behind the property is a small stable block.



Jürgen Mehler

Mehler's clients tend to be well-to-do, as the parlor's services are not cheap. For an extra fee, a pair of matched, white Arabian mares draw the coffin to the cemetery, rather than a motorized hearse—while few desire such ostentation, old Arkham families have a certain penchant for such show. Cremation, though not advertised, is available through a deal with other funeral directors in town; corpses awaiting cremation are stored on site or in the Mehler crypt in **Christchurch Cemetery** (921).

Notable Folk

- Uwe Mehler, 73, is the owner and patriarch of the family. He likes things done in a certain way.
- Petra Mehler, 72, is Uwe's wife who wishes her husband would retire and pass the business on to his sons.
- Jürgen Mehler, 51, is the eldest son, who (more or less) runs the day-to-day business and prepares the deceased for viewing.
- Klaus Mehler, 45, is the second-born son who dreams of anything other than being a funeral director; he feels trapped yet cannot face the disgrace of running out on his responsibilities, which include tending the **Old Arkham Graveyard** (705) across the way.

705 OLD ARKHAM GRAVEYARD

250 E Church Street

A remnant from Arkham's founding, this cemetery contains some of the oldest graves in the town. Many 17th century headstones exist, although many are now illegible due to age, damage, and vandalism. The most recent headstone was laid in 1743 for the grave of Martin Chuttleswick. The grounds are relatively well maintained due to the care taken by Klaus Mehler (**Mehler's Funeral Parlor**, 704) and his small team of groundskeepers—Mehler's has long held a particularly profitable contract with the town to maintain the old graveyard.

Notable Folk

- Klaus Mehler, 45, tries to spend most of his time here, working with his maintenance crew, and thus, avoiding his other responsibilities dealing with the dead.
- The Strange Fellow, age unknown, visits the graveyard on the same day each year. No one knows who he is or why he comes. Every October 13, he places two white roses on the grave of Jedediah Conning who, according to the headstone, died on that day in 1721.

Strangeness

Arkham's ghouls have long since plundered this place, leaving many graves emptied and a myriad of old tunnels below the ground. Many such tunnels have collapsed through disuse; those foolish enough to venture through the ones that remain are liable to find the earthen ceilings falling on their heads and burying them alive. At least two tunnels extend out beyond French Hill and connect to other graveyards in town and, possibly, to certain tunnels below MU's campus.

706 SOUTHSIDE BATHHOUSE

209 S Peabody Avenue

Though modern household plumbing is slowly eroding away its business, this establishment continues to offer warm and comfortable baths, which are still at a premium in some parts of town. Here, a person has the chance to get clean for only 20 cents. While more popular before the turn of the century, the bathhouse continues to attract those without adequate private bathing facilities, meaning that its customers are predominantly from Arkham's working class. In addition, for those engaged in same-sex relationships, the bathhouse provides a semi-discreet venue to meet up, away from the public eye.

The facilities include 20 private baths and a larger communal pool, along with a communal dressing room. Rudimentary (i.e., not very secure) lockers for private possessions are available to hire for 2 cents per bathing session. Mornings are reserved for women, and afternoons are for men. Open 6:00 am to 7:00 pm, Tuesday to Saturday.

Notable Folk

- Walter Ganley, 53, is the miserly proprietor.
- Becca Ganley, 53, is Walter's wife and manages the morning sessions for women.

707 BAYFRIAR'S CHURCH

540 E Church Street

Sitting ominously atop French Hill, its dark spire thrusting into the heavens, this soot-darkened brick church is now boarded up and unused. Built in 1848, Bayfriar's steeple is the tallest structure in Arkham (given the church stands atop French Hill).

The building has been sealed for generations, although no one seems to remember why it was closed down. Getting inside is relatively easy if one avoids splinters from the roughly cut wooden boards, cuts and scrapes from the nails, and doesn't mind the foreboding and cloying atmosphere within.

Inside, cobwebs, dust, and darkness rule. No one much enters due to the superstition and legends the place has attracted since falling into disuse. Occasionally, small gangs of fearless children egg each other on to go inside, especially during the nights running up to Halloween.

Notable Folk

- Warren Hobb, 62, tends the grounds around the church and ensures the windows and doors stay boarded. He avoids venturing inside unless absolutely necessary.

Strangeness

No one knows exactly why the congregants boarded up the church, although there are many rumors. Parents warn their children to keep clear, and Arkham's authorities appear to have no desire to deal with, renew, or tear down the place. Some of the rumors state that the worshippers conducted "Black Masses" or that its priest was a "bad sort." Others claim the place was cursed because the old congregation "took to worshipping another god."

Clearly, the Keeper can develop the church's history and truth as they see fit. If a cult did once operate here, there may be things they left behind, hidden under the flagstones, in the rotting basement, or in the darkened spire—be it a strange artifact, idol, or a tome of unspeakable terrors.

708 UNIVERSITY SPA

311 S Garrison Street

The Spa is a student-oriented lunchroom offering reasonably priced decent food. Thus, it's usually full of students, leaving others with no option but to wait their turn for a table or order for takeout. The breakfast pancakes are the first choice for most, while the baked pork chops and the meatloaf provide a hearty lunch for starving students. Open 6:00 am to 3:30 pm, Monday to Saturday.

Notable Folk

- Jadwiga Piotrowski, 47, is the owner and loves fussing over the students: she is somewhat motherly and protective of her favorite customers, often knowing more about them than their families.

709 MISKATONIC UNIVERSITY GARAGE

334 S Parsonage Street

A storage and repair facility for MU's vehicles, although drivers can store private cars here for a fee of $1 per week, subject to available space. MU employs the mechanics here, so, in terms of priority, they tend to service MU's cars ahead of others. Open 7:30 am to 6:00 pm, closed for an hour at lunch, Monday to Saturday.

Notable Folk

- Robert "Bob" Bradbury, 56, sometimes works from here (see **Department of Facilities & Grounds**, 611-B).
- Herb Gordon, 49, is the chief mechanic and tends to run the day-to-day operations. Key skills: Electrical Repair 55%, Mechanical Repair 65%.
- Aakesh "Ake" Varma, 32, is the newly recruited part-time mechanic who only just arrived in Arkham and is finding it hard to fit in.

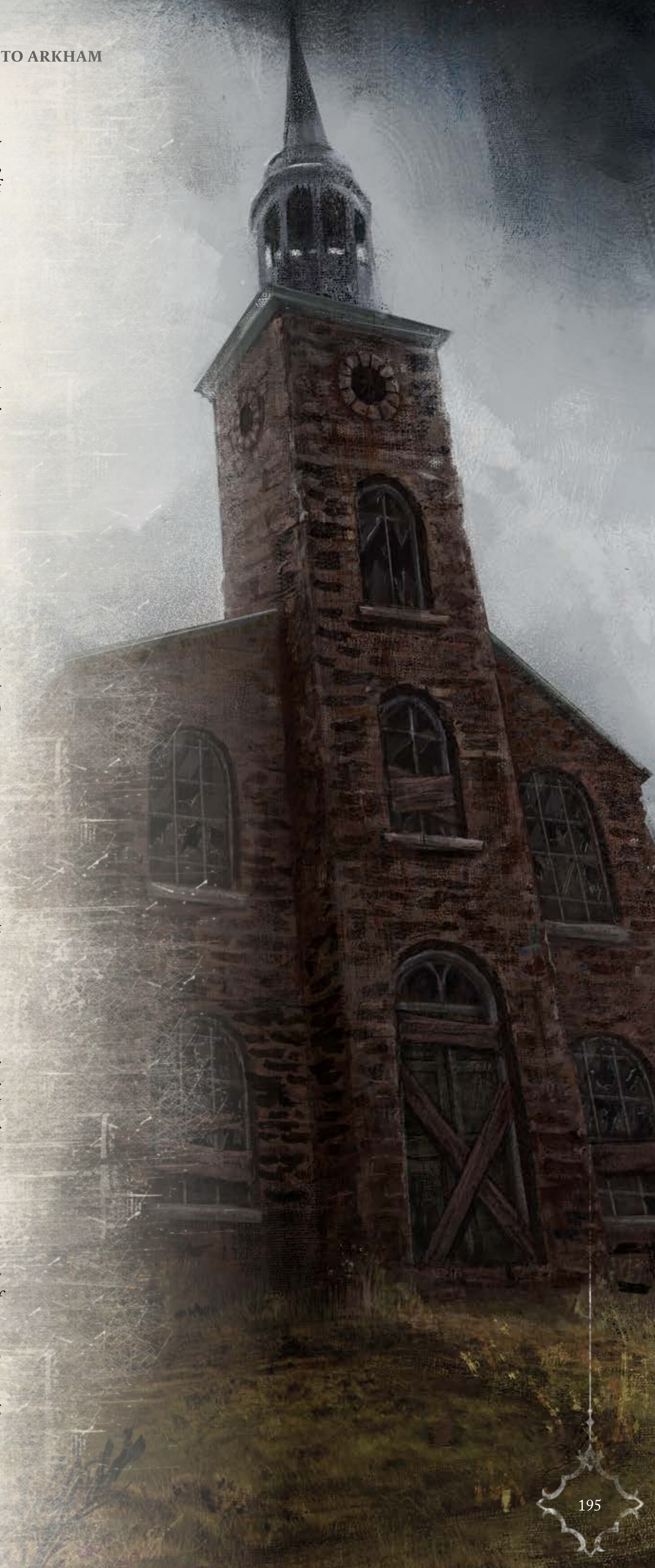
710 LEWISTON HOUSE HOTEL

181 E College Street

A small hotel renting out modest, clean rooms for $1.75 per night. Cheaper block-booking rates are available by the week or month. The hotel carefully scrutinizes all renters in an effort to avoid any (new) scandal; young men who keep irregular hours will be evicted. There's one permanent resident, Mrs. Tabitha York, who only leaves her room to eat.

Notable Folk

- Marsha Lewiston, 53, is the owner and previously ran the hotel with her husband, Matthew, before he passed six years ago. She, like her husband, is particularly devout and tends to worry far too much about "*Godless youth*" and the "*wayward behavior of those so-called Flappers*."
- Tabitha York, 68, keeps to her room, only emerging to eat when Mrs. Lewiston knocks on her door. Everyone assumes "Mrs." York was once married but, in truth, men were never her thing. Besides that revelation, she has another secret—of once being the high priestess of a cult worshipping Shub-Niggurath.



711 FIRST BAPTIST CHURCH OF ARKHAM

214 Lich Street

Built in 1743, First Baptist is Arkham's oldest surviving church. Used as a geographical marker, its towering steeple dominates the French Hill skyline. With a sizable congregation, the church does good charity works including raising money to fund a poor shelter on River Street.

Notable Folk

- Pastor Charles Noyes, 42, leads the congregation and selflessly works long hours to tend to his flock—there is nothing he wouldn't do to protect a member of his congregation.

Useful

Those able to access and dig through the centuries of church archives may find certain rat-gnawed papers containing the handwritten occult and Mythos research of at least one former pastor of the church, along with bundles of old letters, sermons, and unpublished essays. Of course, records of births, deaths, and marriages are also to be found here.

712 SCHOOL OF POSITIVE THINKING

297 E College Street

Arkham's young and old may benefit from the techniques and instruction on the power of positive thinking that the proprietor teaches here. "Dr." Delbert Chanson, the owner, runs individual and small group classes out of the front room of this house. To those who ask about the "doctor's" credentials, he replies, "*Why, I've a doctorate in Memoryology, my lad!*"

Benefits

The six-week course runs one night a week and costs $50. Graduates of positive thinking may gain +1D6 percentiles in either Fast Talk or Persuade, to a maximum of 50%. Repeat courses are possible, subject to availability.

Notable Folk

- "Dr." Delbert Chanson, 37, lives and works from his home. His study contains books on animal behavior, human intelligence, psychology, and stage magic tricks. Key skills: Charm 80%, Fast Talk 85%, Persuade 75%.

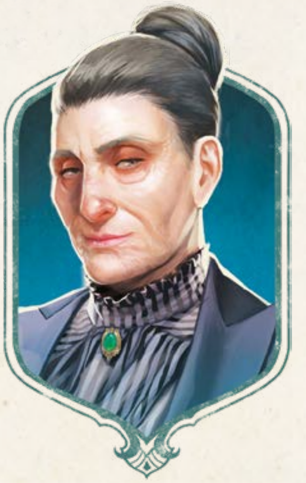
713 SMITH'S BOARDING HOUSE

288 Lich Street

This well-regarded boarding house offers five, second-floor bedrooms costing $40 per month or $12 per week. Two rooms have *en-suite* bathrooms, while the others share a communal facility. While the owners are a stuffy pair, the rooms are spacious and well-ventilated, and the food is excellent. A tenant late for dinner may find their tasty meal put away or discarded. The owners live in private rooms on the first floor.

Notable Folk

- Phineas Smith, 52, and his wife, Harriet, 54, are the nosy owners who like to know all their tenants' business.
- Elisha Couzon, 52, is currently a boarder. She makes a meager income using her hypnosis skill to treat those who wish to give up bad habits, lose irrational fears, or build confidence.



Elisha Couzon

Hypnotist, age 52

STR	35	**APP**	50
CON	60	**POW**	80
SIZ	60	**EDU**	80
DEX	55	**SAN**	79
INT	70		

HP	12
DB	0
Build	0
Move	5
MP	16

Couzon learned the art of hypnotism in Quebec before departing to make a life in Arkham. As yet, she has not revealed her reasons for quitting Quebec although her nosy landlords suspect some dark motive. She makes a small income from using hypnosis to help people give up habits or overcome their fears. Occasionally, someone can persuade her to teach hypnotism to a paying pupil. She also writes freelance contributions for magazines, in both English and French.

Benefits

For the treatment of phobias and manias, a person undergoes a five-week program of one session per week at a total cost of $30 to $60 (dependent on their apparent wealth); severe cases may require longer and cost more. At the end of the final session, the candidate should attempt a POW roll with a bonus die. If successful, they are cured and may remove the phobia or mania from the character sheet; in addition, they gain +1D4 Sanity points. If the same phobia or mania later returns, Couzon may treat them again, although a Hard POW roll with no bonus die is now required. If they fumble the POW roll, the phobia or mania worsens; when insane, such a character suffers two penalty dice to all actions (except combat or fleeing) when exposed to the source of their phobia or mania. In addition, a fumbled result means that particular phobia or mania cannot be cured by Elisha Couzon.

For $200 (in advance), Couzon can teach hypnosis over a period of six months. At the end of that time, the student gains the Hypnosis skill at a starting level of 2D10+10 percentiles to a maximum of 50%, but only if the candidate possesses POW 70 or better. Those with lower POWs waste their money and never pick up the skill; although lenient Keepers may prefer to award such low-POW candidates the skill starting at 1D10+2 percentiles.

- **Description:** slender, with a stern and authoritative appearance; she wears her hair tightly balled into a bun and prefers black dresses.
- **Traits:** despite her stern countenance, she is actually quite caring and generally seeks to help those who require her services.

Skills

Credit Rating 44%, Hypnosis 85%, Listen 60%, Navigate (Arkham) 35%, Persuade 60%.

Languages

English 60%, French 80%, Latin 15%.

COMBAT

	%	*DAMAGE*
Brawl	25% (12/5)	1D3
Dodge	30% (15/6)	

714 ST. MICHAEL'S CATHOLIC CHURCH

432 Lich Street

Founded in 1854 after the purchase of the old Presbyterian church and consecrating it as St. Michael's. The congregation is predominantly Irish and is something of a hub for ladies from the Irish community. In addition to fund raising and other good works, the church offers an athletic and boxing club for young boys, aimed at keeping them off the streets and out of trouble.

Notable Folk

- Father Paul Sheene, 34, presently presides over the flock.
- Danny O'Bannion (**Lucky Clover Cartage Co.**, 412) is an occasional visitor and a member of the congregation.

Historical

Danny O'Bannion favors the church, making significant cash donations from time to time. While Father Sheene feels uneasy about accepting money from O'Bannion, his theology is up to the task of distinguishing man from money, and he uses the funds to pay for the boys' athletic program and boxing equipment. A sentimental man, O'Bannion, at times, confesses to Father Sheene, but, as a crooked man as well, he lies whenever convenient.

715 EBEN S. DRAPER PUBLIC SCHOOL

373 S Powder Mill Street

An elementary school for grades 1–8 (ages 6 to 14), operating from the first Monday in September till the last Friday of May. The school day lasts six hours, five days a week. Currently, the school provides education for approximately 180+ children.

Notable Folk

- Ruth Blake, 56, is the school principal and teaches math. When not consumed with school matters, Mrs. Blake enjoys taking trips with her husband, John, to investigate the archaeology and history of the Eastern Seaboard.

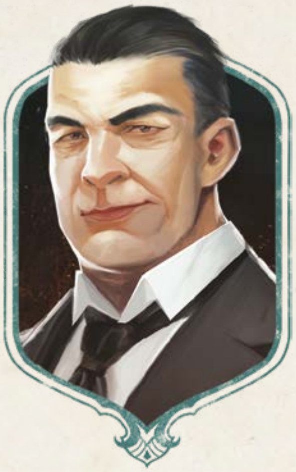
716 HOGAN'S BAKERY

302 S French Hill Street

A bakery catering mainly to the Irish community of French Hill and beyond. Although its traditional buttermilk scones, soda breads, and cakes are popular, the bakery is essentially a front for one of Danny O'Bannion's (**Lucky Clover Cartage Co.**, 412) operations run by Mordecai "Hammer" O'Leary, who runs things from the back office.

Notable Folk

- Cillian Hogan, 49, is the baker and "owner" of the establishment. A friendly guy, he was once desperate for money and borrowed from O'Bannion. When he couldn't repay, Hogan transferred the business to O'Bannion.
- Mordecai "Hammer" O'Leary, 32, is the hidden power, running criminal operations and kicking the money up to his boss O'Bannion each week.
- Niall "Nails" O'Keeffe, 33, O'Leary's right-hand man and enforcer.



Mordecai "Hammer" O'Leary

Lieutenant of Crime, age 32

STR	85	**APP**	60
CON	70	**POW**	60
SIZ	70	**EDU**	30
DEX	50	**SAN**	55
INT	80		

HP	14
DB	+1D4
Build	1
Move	8
MP	12

The Hammer is one of Danny O'Bannion's lieutenants and has responsibility for the Campus neighborhood. He is relatively new to this position, having worked his way up from street hustles to gambling rackets. He dreams of one day becoming the boss of all Arkham. His trademark is a hammer, which he uses to mete out punishment to those who cross him.

- **Description:** a mean-faced Irish American, smartly dressed and clean-shaven, with greased-back hair, and a wicked grin.
- **Traits:** ambitious, opportunistic, and sadistic.

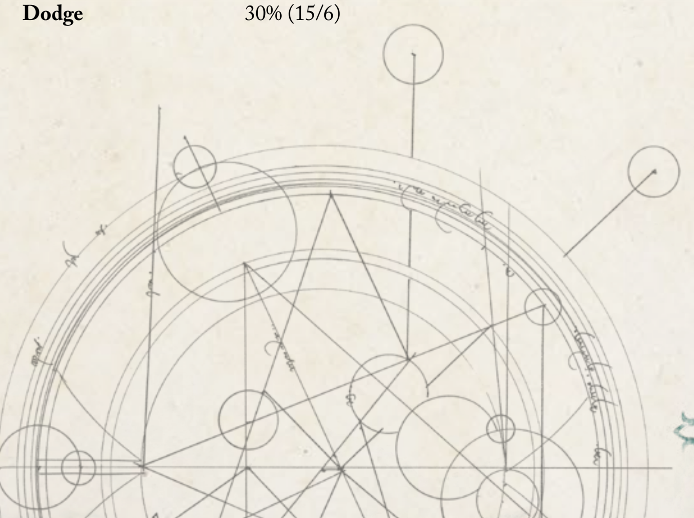
Skills

Appraise (Alcohol) 70%, Charm 40%, Climb 40%, Credit Rating 51%, Drive Auto 45%, First Aid 35%, Intimidate 70%, Listen 40%, Mechanical Repair 20%, Navigate (Arkham) 45%, Persuade 30%, Psychology 45%, Spot Hidden 35%, Stealth 35%, Throw 35%.

Languages

English 45%, Italian 50%.

COMBAT	%	DAMAGE
Brawl	60% (30/12)	1D3+1D4
Claw hammer	60% (30/12)	1D6+1D4
.32 auto	50% (25/10)	1D8
20-g shotgun (2B)	40% (20/8)	4D6/2D6/1D6
Dodge	30% (15/6)	



Niall "Nails" O'Keeffe

Enforcer, age 33

O'Keeffe grew up with O'Leary and most think they are brothers. The pair have always been close; while O'Leary is the brains, O'Keefe is the muscle and seems to possess absolutely no fear.

- **Description:** a thin-faced Irish American, clean-shaven and dressed in a suit and necktie. He has a distinguishing birthmark under his left eye.
- **Traits:** unshakable and lacking a sense of fear, he does whatever O'Leary tells him.

STR	75	**APP**	50
CON	65	**POW**	70
SIZ	80	**EDU**	30
DEX	65	**SAN**	64
INT	65		

HP	14
DB	+1D4
Build	1
Move	7
MP	14

Skills

Climb 40%, Credit Rating 46%, Drive Auto 55%, Fast Talk 35%, First Aid 40%, Intimidate 65%, Listen 45%, Mechanical Repair 40%, Navigate (Arkham) 50%, Psychology 40%, Spot Hidden 40%, Stealth 40%, Throw 30%.

Languages

English 30%.

COMBAT	%	*DAMAGE*
Brawl	70% (35/14)	1D3+1D4 or knife 1D4+1+1D4
.38 auto	60% (30/12)	1D10
Dodge	40% (20/8)	

717 SOUTHSIDE GYM

348 S Sentinel Street

A sweaty, smelly place frequented by amateur boxers and a handful of semi-professionals. The facilities are fairly basic, with most of the area given over to a ring, various punch bags, and weights dotted around the perimeter. To the side is a changing room and a communal bath. Opposite these is a small office. Promotional posters of old fights and boxing celebrities cover the walls, including a large photograph of Jack Dempsey (1919 World Heavyweight Champion).

Notable Folk

- Luca Maruzzo, 56, is the gym's Italian-American owner and boxing trainer. He had a shot at a title back in the day but was unable to make it pay. He now lives vicariously through "his boys."
- Gang members of the **Rocks** (see following), various ages from 13 to 17, like to gather and train here.

Benefits

For $20, Maruzzo can undertake to train an investigator in boxing for six months. Assuming the investigator sticks it out, they can improve their Fighting skill by +1D10+5 percentiles to a maximum of 65%. Note that, during the training period, the investigator should make a Luck roll any given week to determine if they are sporting a black eye or a broken nose—such injuries obviously gained from fighting may, at the Keeper's discretion, impose a penalty die (or increase the level of success required) for social skill rolls when dealing with the authorities and well-to-do folk (e.g., the police and Arkham's elite).

The Rocks

Made up of Italian-descent teenagers and named after their traditional weapon, they often congregate around the **Southside Gym** (717). The Rocks were once under the wing of Joe Potrello (**The Italian Club**, 912), but now operate without a patron. Given the proximity of the Southside Gym to Mordecai "Hammer" O'Leary's operation (**Hogan's Bakery**, 716), the area around these French Hill blocks is sometimes tense and it may be just a matter of time before Luca Maruzzo and his gym is kicked out and forced to move elsewhere by Danny O'Bannion's Irish mob (**Lucky Clover Cartage Co.**, 412). For now, though, an uneasy peace resides, with the Rocks more focused on their enmity with the Finns, the Irish-youth gang (**Dunham's Brickyard**, 517) than O'Leary's crew but, consequently, give Hogan's Bakery a wide berth. The Rocks hate the "Irish interlopers," ironically unaware that two distinct waves of Irish immigrants have passed through Arkham already, the first more than 60 years earlier, long before broad Italian immigration.

Members of the Rocks steal a little and cheat a little, but there's not much to buy in Arkham and no fence trusts kids. The gang meets in the afternoons, sauntering and swaggering as they go nowhere. They feel safer on the northern slope of the hill, nearer to the small Italian community who make their homes there.

Typical Rock-Boy, street punk

- **Description:** aged from 13 to 17, Italian heritage, dressed in pants, shirt and tie, and wearing a cap.
- **Traits:** arrogant, opportunistic, and reckless.

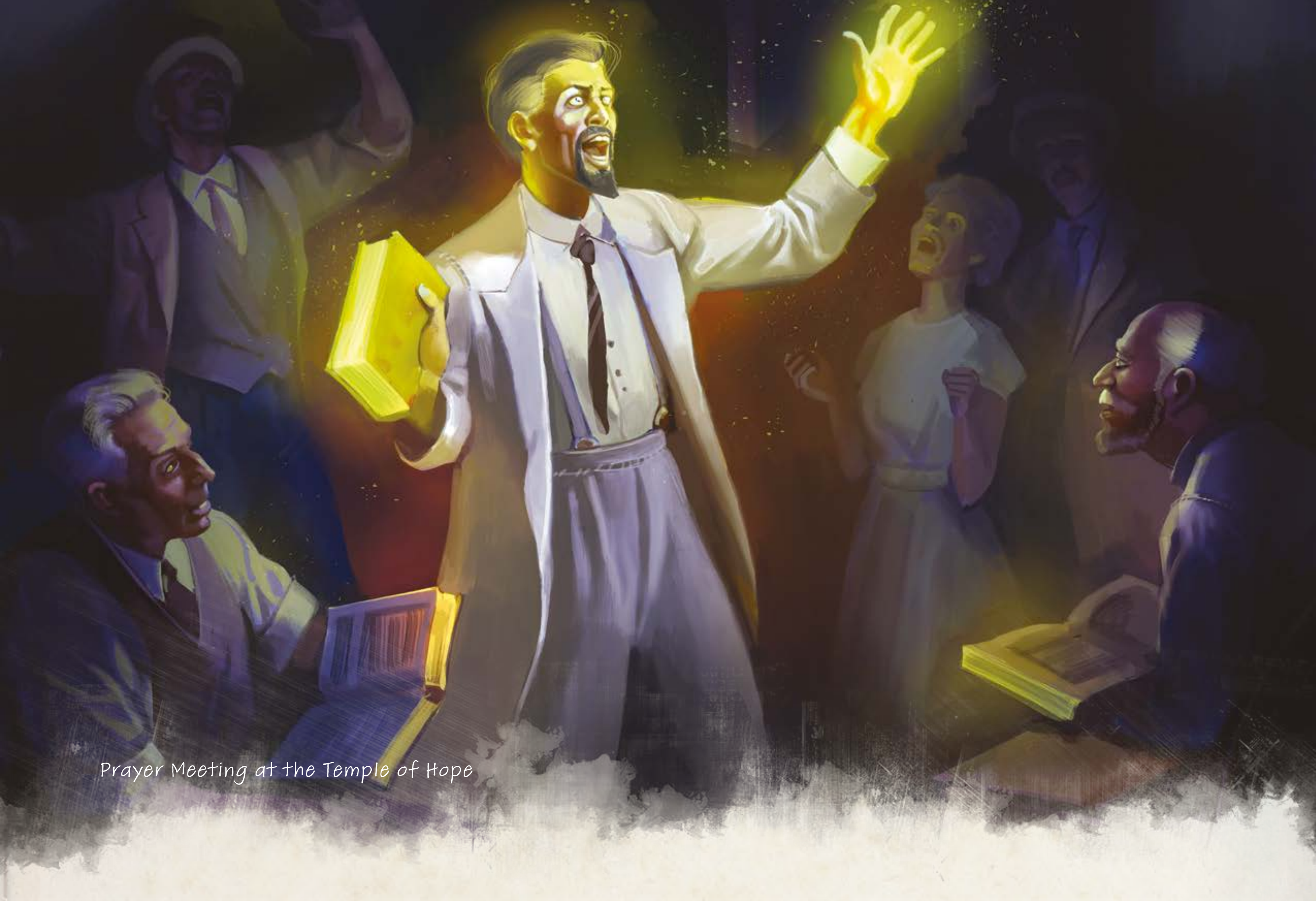
STR	55	**APP**	55
CON	70	**POW**	55
SIZ	35–50	**EDU**	35
DEX	70	**SAN**	55
INT	60		

HP	10–12
DB	0
Build	0
Move	9
MP	11

Skills

Climb 50%, Fast Talk 30%, Intimidate 35%, Look Menacing 60%, Navigate (Arkham) 50%, Stealth 45%, Spot Hidden 35%, Throw 45%.

COMBAT	%	*DAMAGE*
Brawl	45% (22/9)	1D3
Thrown rock	45% (22/9)	1D4 to 1D6
Dodge	35% (17/7)	



Prayer Meeting at the Temple of Hope

718 ARKHAM ACADEMY FOR THE BLIND

327 S Sentinel Street

The Academy provides day classes for adults and children with visual impairments. Operating as a day school, with classes split by age, it also offers temporary boarding accommodation for up to ten children and four adults who have suffered sight loss. The Academy receives funding from private donations as well as state and town authorities.

The aim of the tuition is the development of practical skills, such as knitting, sewing, and chair-caning, which can assist with employment opportunities, as well as teaching reading by Braille. In addition, for those adults who have recently lost their sight, the Academy is a place for them to recover and begin to adapt to their new circumstances.

Notable Folk

- Louise Spence, 46, manages the Academy and is blind herself.
- Norris Spence, 45, is Louise's partially sighted husband who assists with running the classes.
- The Spences live on-site.

719 TEMPLE OF HOPE

142 E College Street

Recently arrived in Arkham, the Temple of Hope is a small religious organization based out of a three-story Georgian townhouse. The Temple has attracted a small, committed following of people who are searching for meaning in their lives, and who gather for services delivered by the Temple's minister, Jacob Smith. The sign on the building's exterior reads:

Temple of Hope
Come Forth Sinners and Embrace Hope

Next to the front door is an A-board sign listing the times of daily prayer meetings at 10:00 am, 12:00 pm, and 6:00 pm. Meetings are held in a reception room at the front of the house on the first floor. Devoted followers use the bedrooms on the second floor, while the top-floor bedroom and study are Smith's private domain.

Notable Folk

- Jacob Smith, 38, leads the Temple of Hope and is an insane worshipper of Azathoth.

Strangeness

Smith claims he has been sent to Arkham to seek out the weak so that they can become strong in preparation for the coming "dark times" that will purge the Earth of those unfit to live in the "*New World of Hope*." Thus, Smith spends his time visiting the desperate and the dispossessed of Arkham, particularly those who are grieving, providing words of comfort and inspiration. He says that despite the injuries of life, hope remains if people can only find the strength to seek it out. With kindness and sympathy, Smith lures such desperate people to his Temple of Hope where he aims to indoctrinate them to his will.

Smith is a proponent of chaos and secretly worships Azathoth, the mindless center of the universe. He subtly blends Mythos doctrine into his prayer meetings and times of meditation. Smith carefully selects those most susceptible to become members of the Temple, Smith's so-called "Acolytes of Hope." Thus far, Smith has gathered six individuals to his side, each of them completely under his spell and willing to do what he asks of them, up to and including murder.

Note: for further details of Jacob Smith and his foul schemes, see the scenario "Missed Dues" in Chaosium's *Call of Cthulhu Keeper Screen Pack*.

720 KEENAN'S LAUNDRY

152 E College Street

In business since 1889, Keenan's Laundry is frequented by fashionable MU students and faculty, but it is also favored by Arkham's older gentlemen who prefer Mr. Keenan's treatment of winged collars and his liberal use of starch. In addition to a standard laundry and ironing service, dry cleaning is available.

Notable Folk

- Stanley Keenan, 58, is the ever-sharply dressed proprietor.

721 COBBS CREAMERY

433 S Garrison Street

A chain store operating a small number of concerns across Massachusetts, Cobbs sells ice cream cones, sundaes, and soda. Students frequently pack the front counter eager to try whatever new flavor is on offer. Open 11:30 am to 7:00 pm, Monday to Saturday.

Notable Folk

- Gilda Dufresne, 38, is the jolly manager; she is also married to Dr. Robert Dufresne of MU's **Music Department** (614-H).

722 NEW ENGLAND SCHOOL OF BOOKKEEPING

103 E Pickman Street

Providing adult tuition, the school offers accountancy and bookkeeping courses, as well as typing, shorthand, and general secretarial programs. While, in the 1800s, the combined work of accountancy and bookkeeping was a predominantly male occupation, the number of women training and being employed as bookkeepers continues to rise in the 20th century. Thus, while accountancy remains a mostly male preserve, the school is now catering to more female students than ever before.

Notable Folk

- August Chase, 53, is the proprietor and teaches accountancy with a no-nonsense approach.
- Emelia Doggett, 48, teaches bookkeeping, typing, and shorthand.

Benefits

A semester-long accountancy or bookkeeping course costs $40; upon completion, an investigator gains +10 percentiles to their Accounting skill (to a maximum of 50%). Thereafter, additional training may be taken, providing +1D6+4 percentiles in Accounting per course to a maximum of 50%.

723 DOMBROWSKI'S BOARDING HOUSE (a.k.a. THE WITCH HOUSE)

197 E Pickman Street

An unpopular rooming house inhabited by poor students and others down on their luck. Over 200 years old, this structure may be the oldest building in Arkham. The three-story house is somewhat infamous as once being the abode of Keziah Mason, a woman accused of witchcraft and captured by the Salem authorities in 1692, and who disappeared from her Salem jail cell while on trial. Since that time, rumors have continued to circulate that Mason—accompanied by her rat familiar called Brown Jenkin—still frequent the house and Arkham in general. Thus, to some, the boarding house on E Pickman Street is both witch-cursed and haunted, and colloquially known as "the Witch House."

The house can accommodate up to five paying tenants, plus Mr. and Mrs. Dombrowski, the landlords who lease the building. There is a standard rate of $25 per month per room. All the rooms share bathroom facilities located on the first and second floors.

Notable Folk

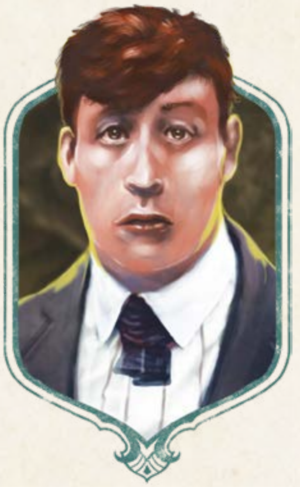
- Stanislaw Dombrowski, 48, and his wife Halina, are the landlords who have private rooms on the first floor.

Look to the Future: Tenants

From January 1928, mathematics student Walter Gilman rents Room 6 in the house (with suitably hair-raising results). At this time, along with the Dombrowskis, other named residents include:

- Paul Choynski (Room 1)
- Frank Elwood (Room 3)
- Adam Desrochers (Room 4)
- Joseph Mazurewicz (Room 5)

For details about these people and the events concerning Gilman's residency in the Witch House, see Lovecraft's "The Dreams in the Witch House." If intending to play through the events of the story, the Keeper is advised to replace the characters of Choynski, Elwood, etc., with player investigators, or else keep these characters and have the investigators living externally but being acquaintances of Frank Elwood and Walter Gilman and thus, brought into the story.



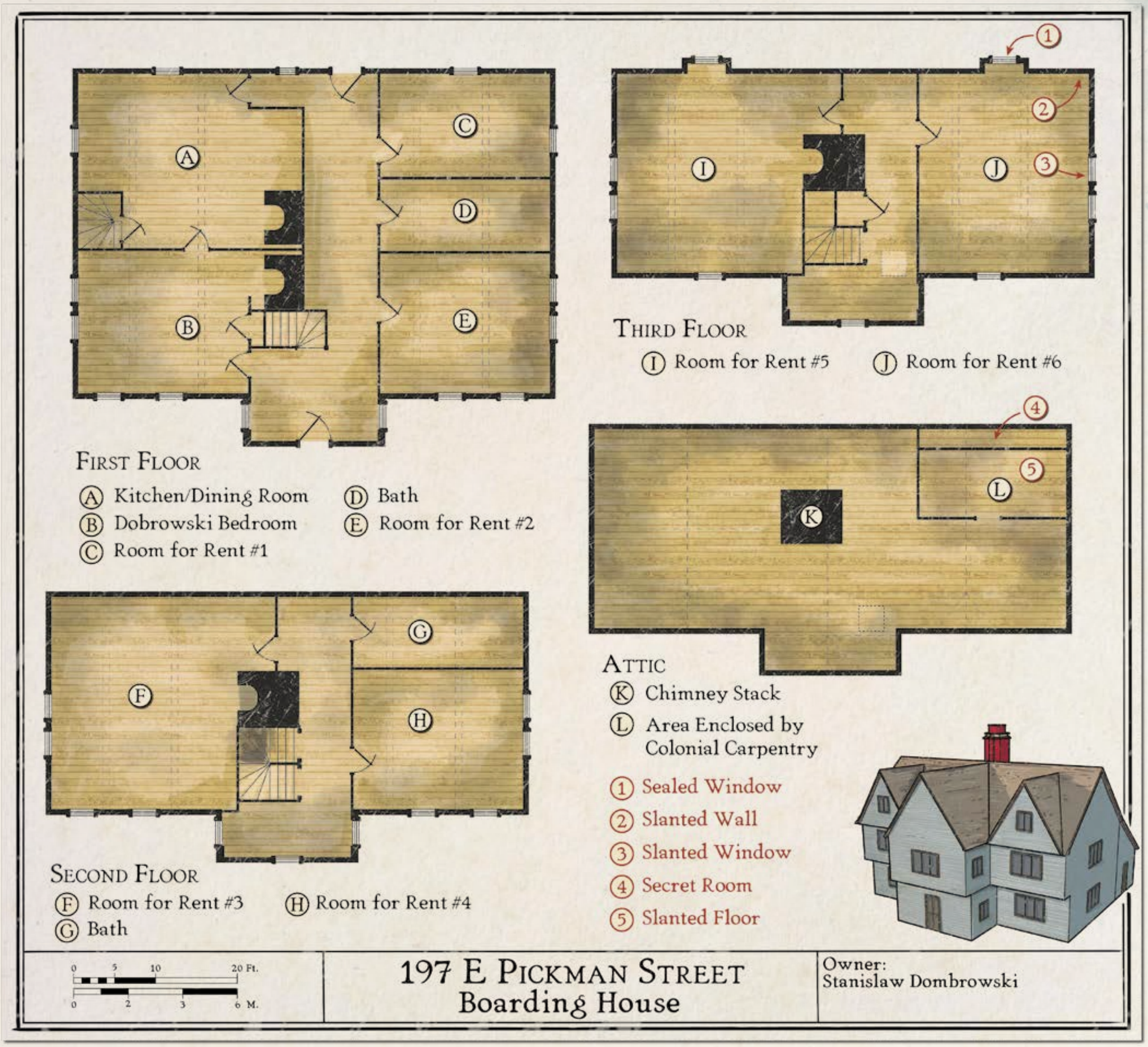
Walter Gilman

*Mathematics Student, age 19**

STR	65	**APP**	60
CON	55	**POW**	65
SIZ	70	**EDU**	85
DEX	60	**SAN**	65
INT	85		

HP	12
DB	+1D4
Build	1
Move	7
MP	13

**Age 19 in 1928.*


FIRST FLOOR
Ⓐ Kitchen/Dining Room
Ⓑ Dobrowski Bedroom
Ⓒ Room for Rent #1
Ⓓ Bath
Ⓔ Room for Rent #2
THIRD FLOOR
Ⓘ Room for Rent #5
Ⓙ Room for Rent #6
SECOND FLOOR
Ⓕ Room for Rent #3
Ⓖ Bath
Ⓗ Room for Rent #4
ATTIC
Ⓚ Chimney Stack
Ⓛ Area Enclosed by Colonial Carpentry
① Sealed Window
② Slanted Wall
③ Slanted Window
④ Secret Room
⑤ Slanted Floor
0 5 10 20 Ft.
0 2 3 6 M.
197 E Pickman Street
Boarding House
Owner:
Stanislaw Dombrowski

Walter Gilman is a sensitive genius who takes lodging in the Witch House and encounters Keziah Mason and Brown Jenkin. His research leads him to delve into the *Necronomicon* and other texts, which encourage his theories about hyper-physics but also upset his emotional balance. The Keeper can choose to have Gilman be an NPC for games taking place around 1928 or may instead substitute an investigator if they wish to explore the story of "The Dreams in the Witch House."

- **Description:** a slightly overweight but otherwise plain-looking white student; clean-shaven, with dark-brown hair and large ears.
- **Traits:** inquisitive, analytical, and nervous.

Skills

Charm 40%, Cthulhu Mythos 22%, Library Use 65%, Listen 90%, Occult 35%, Persuade 35%, Science (Mathematics) 85%, Spot Hidden 35%, Throw 25%.

COMBAT

	%	DAMAGE
Brawl	30% (15/6)	1D3+1D4
Dodge	30% (15/6)	

Which House?

Note that most Arkham folk don't know or have forgotten the building's sordid past. Investigators applying for a room are unlikely to recognize the place for what it is unless they are lifelong Arkham residents and succeed with a Know roll. Spending time at the **Arkham Historical Society** (901) or other local research can quickly reveal some of the history associated with the house and its previous owner.

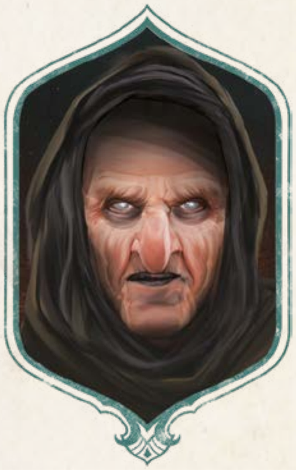
Strangeness

The legends about Keziah Mason have persisted down the years. Such gossip has, from time to time, reappeared in occasional stories from folk who claim to have seen the witch "*roaming the streets in search of sacrifices*," or else associating weird events or misfortune to "*Old Keziah.*" Thus, her name lives on in the minds of the superstitious and wary. Connected to such concerns is a general hatred of rats by the older population of Arkham, which goes beyond the usual human distaste for such vermin. Whispered gossip suggests that the sighting of a large rat around May Eve or Hallowmas portends to the disappearance of an Arkham child, and such folk are likely to cross themselves and badger their neighbors to ensure their children are safely tucked away inside their homes.

Of course, such rumors are (sometimes) actually true. When Mason disappeared in 1692, she made use of her knowledge of the angles of space-time and Gates to travel through dimensions and escape from her tormentors. Using these same angles, she returns to the Witch House and Arkham to conduct her business, which includes holding certain blasphemous rites on the **Unvisited Island** (401) in the Miskatonic and, with other members of the **Arkham Coven** (page 51), in the barren vale beyond **Meadow Hill** (OS105).

In addition, Mason makes use of an extra-dimensional space within a hidden area of the attic of the Witch House, a secret room wherein a crevice between the outer and inner walls holds the bones of murdered children—within this space is a gateway to another dimensional where Mason keeps her tomes of lore and cult artifacts. When Mason is using this hidden attic space, a pale-violet glow can sometimes be detected, emanating from gaps in the house's roof tiles and the windows and door of the room on the third floor directly below (later rented by Walter Gilman). Note that of all the rooms in the house, the one on the third floor below Mason's secret space possesses an irregular shape: the north wall slants perceptibly inward from the outer to the inner end, while the low ceiling slants gently downward in the same direction—such oddly angled construction suggests it is conducive to the Gate magic and application of non-Euclidian geometry used by Mason.

Keziah Mason



Immortal Witch, age unknown

STR	75	**APP**	40
CON	75	**POW**	115
SIZ	50	**EDU**	125
DEX	70	**SAN**	00
INT	105		

HP	12
DB	+1D4
Build	1
Move	8
MP	23

> *"Old Keziah, he reflected, might have had excellent reasons for living in a room with peculiar angles; for was it not through certain angles that she claimed to have gone outside the boundaries of the world of space we know?"*
>
> —H. P. Lovecraft, "The Dreams in the Witch House"

A woman of admitted evil in the era of the witch trials, Keziah Mason escaped retribution by fleeing to another dimension from her Salem cell. Her anchor in this space-time appears to have been her Arkham home, known in later centuries as the "Witch House." Keziah is believed to have signed the great *Book of Azathoth* in blood and struck a deal with Nyarlathotep in its Dark One or Horned Man guise.

- **Description:** an aged, crone-like face with piercing eyes and mottled skin, she wears a filthy cowl.
- **Traits:** malevolent, cunning, and utterly wicked.

Skills

Cthulhu Mythos 81%, History 60%, Intimidate 80%, Medicine (use of poisons and drugs) 70%, Occult 65%, Persuade 70%, Psychology 50%, Sciences: (Astronomy) 35%, (Chemistry) 55%, (Geometry) 90%, (Pharmacy) 70%, (Physics) 90%, Stealth 65%.

Languages

English 70%, others at the Keeper's discretion.

Armor

None, but able to cast Flesh Ward to grant 1D6 points of armor per magic point invested. Perhaps due to an aversion to the symbols and rhetoric of Christianity stemming from her persecution in the 1600s, Mason may, if fumbling a POW roll, withdraw or momentarily freeze when encountering a crucifix or another icon of Christianity.

Spells

Contact Dark One (Nyarlathotep)∆, Dread Curse of Azathoth, Enchant Pipes, Flesh Ward, Gate‡, Shrivelling, Summon/Bind Hunting Horror, Voorish Sign, Worms†, others at the Keeper's discretion.

∆ *Mason possesses a special relationship with Nyarlathotep, seemingly able to contact the entity at will and without expenditure of magic points.*

‡ *Possesses a deeper knowledge of Gate magic beyond the ken of most other witches and sorcerers; able to create a Gate in one round and drag her victims into other spaces and times against their will (use opposed POW roll as necessary).*

† *Worms spell is detailed in* The Grand Grimoire of Cthulhu Mythos Magic, *page 191.*

Sanity Loss

0/1D4 loss for encountering Keziah Mason while she is performing some form of magic or hideous act.

COMBAT

	%	*DAMAGE*
Brawl	65% (32/7)	1D3+1D4 or butcher's knife 1D6+1D4
Dodge	40% (20/8)	

Pulp Cthulhu

Pulp Modification

- **HP:** 25
- **Luck:** 60
- **Move:** 9
- **Build:** 1 (2)

Pulp Talents

- **Rapid Attack:** spend 10 Luck points to gain extra melee attack in a single combat round.
- **Outmaneuver:** build increased by +1 when initiating combat maneuver.

Brown Jenkin

Rat Familiar

> *"Witnesses said it had long hair and the shape of a rat, but that its sharp-toothed, bearded face was evilly human while its paws were like tiny human hands. It took messages betwixt old Keziah and the devil, and was nursed on the witch's blood—which it sucked like a vampire. Its voice was a kind of loathsome titter, and it could speak all languages."*
> —H. P. Lovecraft, "The Dreams in the Witch House"

STR	15	**APP**	—
CON	25	**POW**	60
SIZ	15	**EDU**	15
DEX	90	**SAN**	—
INT	70		

HP	4
DB	-2
Build	-2
Move	9*
MP	23*

**Enhanced magic points and increased movement.*

- **Description:** large rat with pale fur on its underside, it possesses a human face and hands instead of paws.
- **Traits:** cunning, wicked, and in the service of Keziah Mason (or is it the other way around?).

Skills

Climb 80%, Gnaw Through Wall 80%, Jump 70%, Language (English) 70%, Listen 70%, Persuade 60%, Spot Hidden 60%, Stealth 80%.

Armor

None, but its small size means a penalty die is imposed on attacks targeting Brown Jenkin.

Spells

At the Keeper's discretion, may know 1D3 spells; choose from: Cloud Memory, Evil Eye, Implant Fear, Wrack.

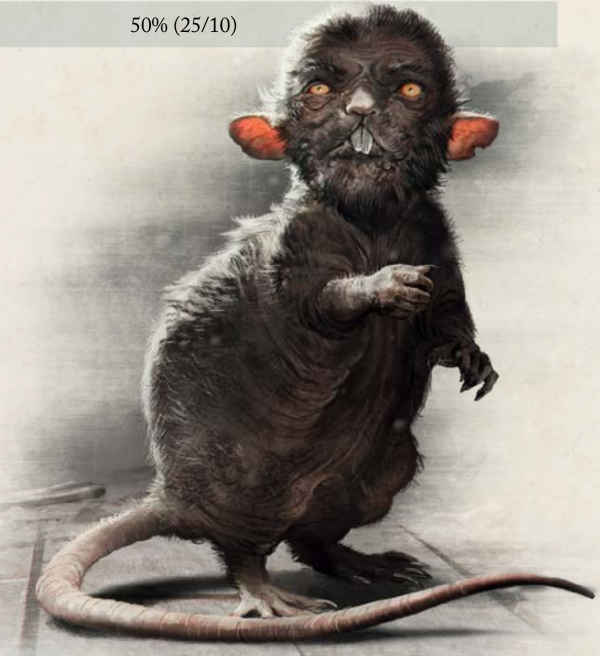
Sanity Loss

1/1D4 Sanity points to encounter Brown Jenkin.

COMBAT

Attacks per round: 1 (teeth and claw-like nails)

	%	*DAMAGE*
Fighting	80% (40/16)	1D4-2
Dodge	50% (25/10)	



724 YOUNG MEN'S CHRISTIAN ASSOCIATION (YMCA)

477 Powder Mill Street

The YMCA, sometimes called the Y, is a worldwide youth organization founded in 1844 in London, England. The organization aims to put Christian principles into practice by developing a healthy body, mind, and spirit. The various centers around the US and world provide budget accommodation and sporting activities. The first YMCA in the US opened in Boston in 1851, and the first for African Americans began operating in Washington, D.C. in 1853.

The Y in Arkham contains accommodation for men (dormitories), a basketball court, and gymnastic facilities; it also provides Bible study meetings, exercise groups, and outdoor pursuits like camping and trekking. Young men can get a locker and a cot to sleep on for just 35 cents per night.

Notable Folk

- Allan Carter, 44, manages the Arkham Y and is an enthusiastic outdoorsman, forever organizing camping expeditions out of Arkham—he favors visits to the countryside west of Arkham and to the coast near Martin's Beach.

725 ORNE'S GANGWAY

Entrance from S French Hill Street

A narrow and dark alley running down the side of the **Imperial Theater** (726) leads to a small courtyard situated behind several buildings. Often strewn with filthy trash, it's unremarkable except that youths sometimes congregate here in daylight hours, although they tend to steer clear at night due to the tales of the courtyard being haunted.

Strangeness

Rumor suggests the ghost of an old woman, wrapped in a shawl haunts this place in the dead of night. Sometimes the stories include the detail of the woman walking with a small child. The stories always seem to be of the *"my friend told me…"* type, and rarely offered by an actual witness.

In truth, the courtyard and alley are haunted, just not by a ghost. From time to time, Keziah Mason and her rat familiar, Brown Jenkin, appear or come here for some unknown reason—perhaps the site holds secrets known only to Mason. See **Dombrowski's Boarding House** (723) for details regarding Keziah Mason.

726 IMPERIAL THEATER

348 S French Hill Street

A three-story, brick-built theater, originally constructed in 1879 as a vaudeville hall. The theater previously hosted touring companies as well as local dramatic and singing groups. Ownership installed a silver screen for motion pictures in 1916, changing it to a movie theater, although its low attendance numbers suggest it has a lot of work to do to achieve the size of audiences enjoyed by the **Manley Theater** (106) and **Amherst Theater** (225).

The building's layout comprises a lobby containing two ticket booths, with double doors in the rear to the house seats. Stairs on either side of the lobby lead to the upper floor's balcony and box seating, as well as the projection room. At the back of the building (behind the movie screen) are old dressing rooms, an office, and the stage mechanics. The rear of the second floor contains storage, rehearsal rooms, and the theater's old props room. The third floor has access to the wing perch (a platform to the catwalks above the stage) and "watch rooms" (previously used by stagehands to observe the stage and time the creation of sound and other dramatic effects). A basement holds under-stage trapdoor mechanisms, drop pits, more rehearsal space, a workroom, and a furnace room.

Notable Folk

- Gordon Ross, 42, is the stressed-out manager, obsessed with trying to attract customers to his failing business. He leases the theater from its owners, Armstrong and Kendall, a property-speculation company based in Essex.

Look to the future

In 1924, following a fire in the projection booth, combined with poor audience takings, the theater goes out of business and closes. Thereafter, it sits vacant and cold, its windows and doors boarded up. By 1926, the owners still have not found a buyer and the building begins to decay. It is around this time that the dark and foreboding interior becomes an occasional site for the **Arkham Coven's** rites (page 51).

727 FRENCH HILL TRANSFORMER STATION

351 S French Hill Street

This station controls electrical service for the town south of the river and east of Garrison Street. Unmanned, it's dangerous and is enclosed by a high fence to keep people out.

If accessed, a determined person could, in theory, shut off the power to the neighborhood. Unless actively wrecking the equipment with something like an axe (with the inherent dangers that would bring, see following), a successful Electrical Repair roll is required to turn off the power and darken this part of town. Otherwise, trashing the equipment calls for a Luck roll, which, if failed, results in a discharge of 8D6 electrical damage to the person concerned—the same result occurs with a fumbled or failed pushed Electrical Repair roll.

728 YOUNG WOMEN'S CHRISTIAN ASSOCIATION (YWCA)

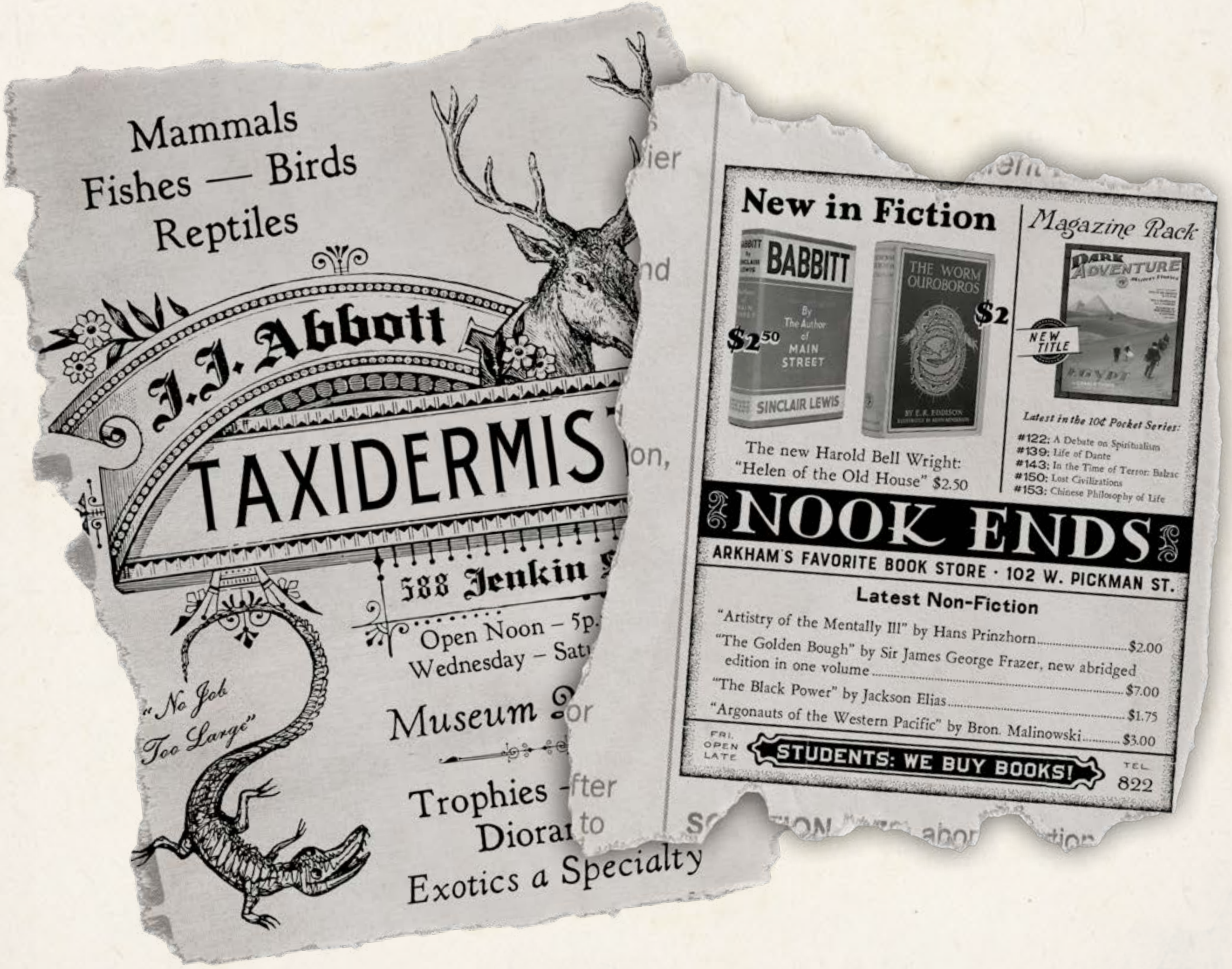
415 S Sentinel Street

Founded in 1855, the YWCA originated in London, England, to serve nurses traveling to and from the Crimean War. Independent of the **YMCA** (724), the YWCA has grown in the US (from its start in New York City in 1858) and aims to provide for the "temporal, moral, and religious welfare of young women who are dependent on their own exertions for support."

The Arkham branch provides safe and inexpensive housing for young women who are starting their lives away from home at a cost of 30 cents per night. Education programs (including job preparation and spiritual well-being), sporting and camping activities, and a child day care service are offered.

Notable Folk

- Sherry Weaver, 39, is the center's politically driven manager; she strives to promote women's interests, tackling unfair pay and predatory employers, and cares a great deal about the young women in her care.



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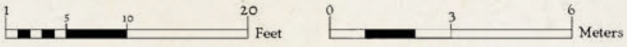
Imperial Theater

348 French Hill Street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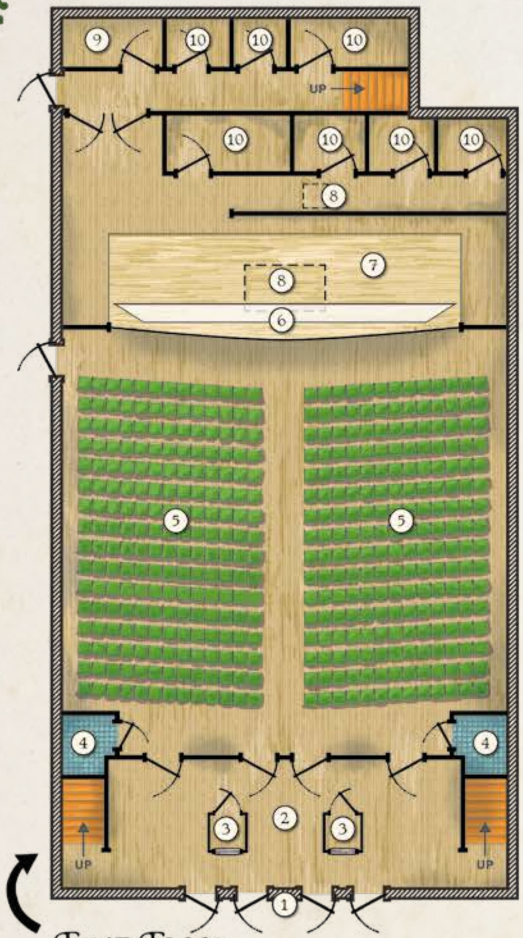
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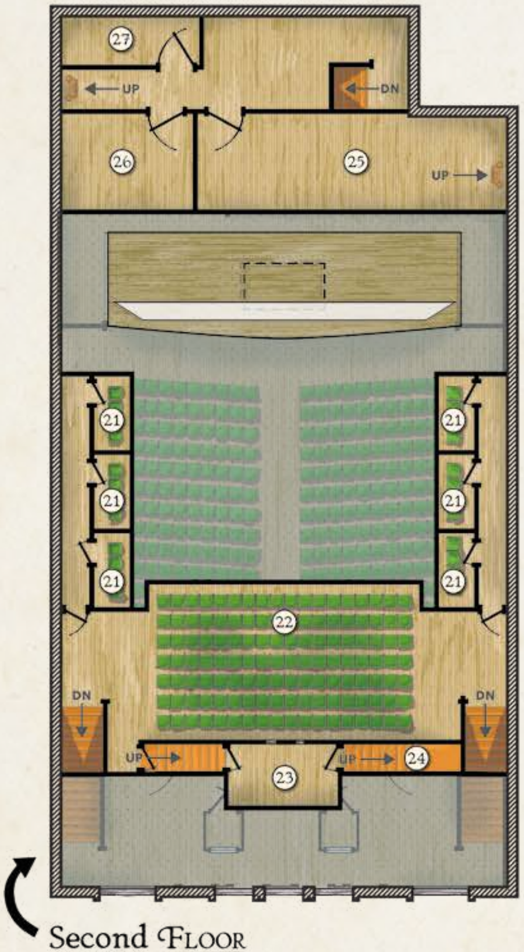
First Floor

① Front Entrance
② Lobby
③ Ticket Booth
④ Restroom
⑤ House Seats
⑥ Movie Screen
⑦ Stage
⑧ Trapdoor to Basement
⑨ Office
⑩ Dressing Room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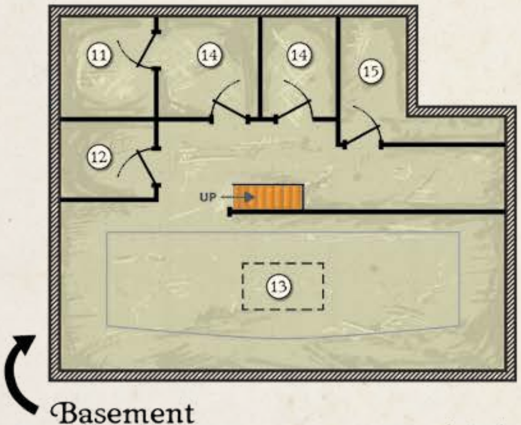
Second Floor

㉑ Box Seating
㉒ Balcony
㉓ Projection Booth
㉔ Stairs to Roof
㉕ Rehearsal Room
㉖ Prop Room
㉗ Storage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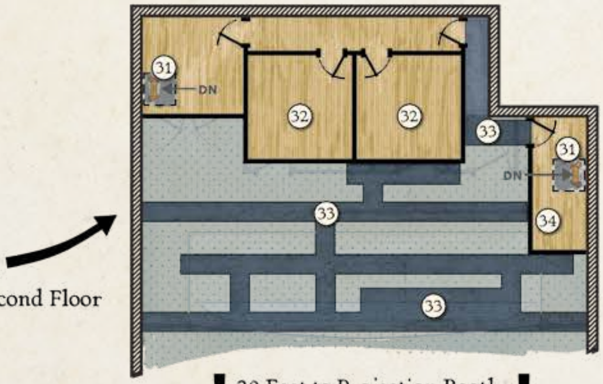
Basement

⑪ Workroom
⑫ Stage Trapdoor Mechanism
⑬ Drop Pit
⑭ Rehearsal Space
⑮ Furnace Room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Third Floor

㉛ Trapdoor to Second Floor
㉜ Watch Room
㉝ Catwalk
㉞ Wing Perch

30 Feet to Projection Booth.

Neighborhood 8: *Uptown*

800–899

The folks living in this area are, in the main, affluent and moderately wealthy. Those residing on West Saltonstall and High Street are the most monied; their houses perch atop South Hill, overlooking the Campus and the river. These two brick-built streets are a full 60 feet (18 m) wide and lined with trees that provide shade and a picturesque façade. Mansions of Georgian/Federalist design, once mill-owner homes, line both sides of the streets from Boundary to South Garrison. The houses, placed side by side, sit a uniform 12 feet (3.6 m) back from the brick sidewalk. A small "green easement" some 4 feet (1 m) wide lies between the sidewalk and the street. Police patrols are frequent here, and loitering—particularly after dark—is not permitted.

The neighborhood is bounded by West Pickman Street to the north, West Washington to the south, old Hill Street to the west, and South Garrison to the east. There is little space between the houses, although a few sport small gardens to their sides. Occasionally, the space between houses is wide enough to count as walkthrough, with trees and other shrubbery positioned to add privacy and prevent carts (now automobiles) from using them as shortcuts.

While there are some descendants of the original families owning a few of these homes, it has become a neighborhood for university folk, who now own many of the houses. Some have been purchased by organizations, and there are a handful of boarding houses or otherwise converted into apartments. No commercial buildings stand in this area.

The houses along the narrower West Pickman Street are of an earlier, more modest vintage. Here are numerous two- and three-story gambrel-roofed houses, mostly constructed of wood, and many have been converted into apartments. Some, hidden behind other houses, are reachable only by narrow alleys. Facing West High Street are several older Georgian mansions, relatively well maintained, that have been converted to apartments and which now house poorer MU faculty and some older or post-graduate students. Some more Georgian properties can be found on West Miskatonic and Washington Streets; however, much of this area was built up in the later 19th century and consists of larger Victorian buildings owned by the middle-class and professionals—some old Arkham families thrive here.

Out on the western border, the city has yet to pave Hill Street, and it remains a dirt-gravel road, underlain with timbers some 100 years ago; the whole of the street is unlit and sparsely populated. Such houses that are here are ancient, tottering affairs, and sagging under the weight of moss-covered gambrel and gable roofs. Some stand vacant, and most are without electricity, gas, or town water—residents get water from wells scattered along the street. Old and disused farm buildings peek through the brush, half-fallen and overgrown, hidden among luxurious trees and high-standing grasses as one looks westward. Beside these crumbling wooden structures, their long-abandoned gardens and the remains of old family plots are now heavily overgrown and full of pit holes and other dangers for the unwary.

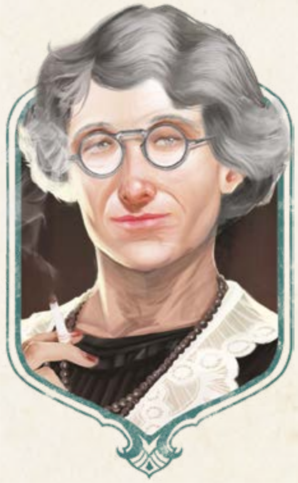
801 FRANKLIN PLACE, THE

587 W Pickman Street

Close to campus, this boarding house is very expensive, catering to well-off students and faculty. A first-floor room with board costs $85 per month; it's actually well worth the price as the food and facilities are first rate. Able to host up to six residents, the front door is open from 7:00 am to 10.30 pm daily, although tenants may request the loan of a key.

Notable Folk

- Hiram Franklin, 58, and his wife, Patience, 59, are the friendly owners and hosts. They use hired help to keep the place spotless, and their cook, Audrey Matin, prepares breakfast and supper.
- Frank Pabodie, 26, of the **School of Applied Sciences** (612-B) is one of the current boarders.
- Gisele Helcimer, 63, is another boarder, originally from France, who possesses an interest in arcane matters. She has encountered elements of the Cthulhu Mythos on her travels around the globe and, before moving to Arkham, visited the **Orne Library** (623) to consult the *Necronomicon*. Helcimer understands the dangers of the Mythos; she is slowly piecing together disparate lore that may, at some point, reveal some dire threat requiring action. Now retired, her age and Sanity both prevent her from undertaking fieldwork; thus, she could provide the motivation for some investigators to become embroiled in a plot of the Keeper's design.



Gisele Helcimer

age 63, Mythos scholar

STR	40	**APP**	55
CON	60	**POW**	60
SIZ	80	**EDU**	75
DEX	45	**SAN**	19
INT	65		

HP	14
DB	0
Build	0
Move	4
MP	12

- **Description:** a large woman of French origin, with gray hair and an broad smile. She wears thick-lensed spectacles and smokes like a chimney.
- **Traits:** analytical, obsessed with cleanliness, and wary of those she doesn't know. After an encounter with some ghouls, she is a staunch vegetarian.

Skills

Charm 60%, Cthulhu Mythos 36%, First Aid 40%, History (European) 40%, Library Use 50%, Listen 40%, Occult 45%, Persuade 25%, Ride 45%, Spot Hidden 50%, Throw 30%.

Languages

Arabic 30%, Chinese 25%, English 70%, French 75%, Latin 50%.

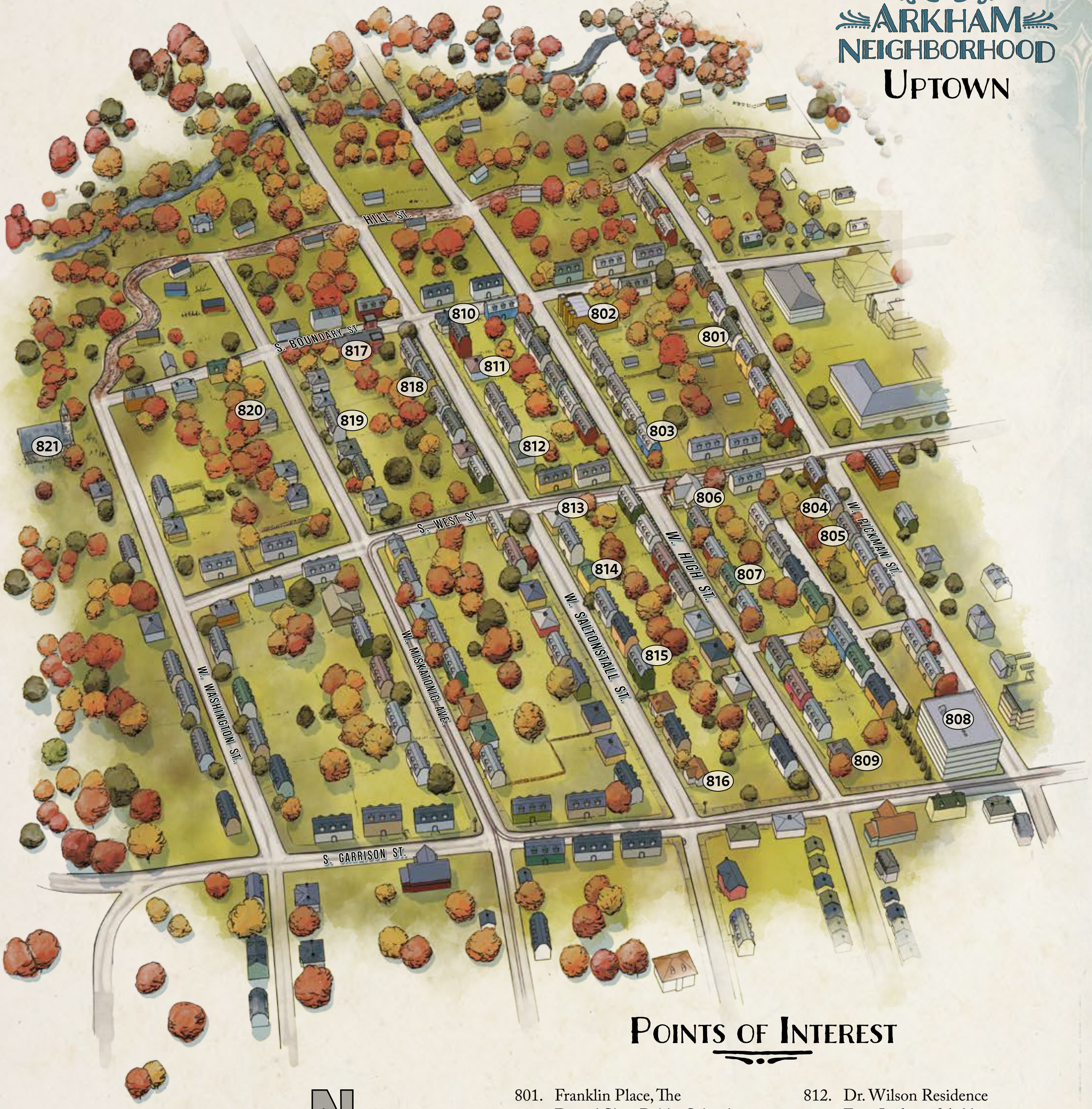
Spells

Bless Blade, Contact Ghoul, Dread Curse of Azathoth, Elder Sign, Enchant Pipes.

COMBAT

	%	DAMAGE
Brawl	50% (25/10)	1D3
Sword cane	35% (17/7)	1D6
.32 revolver	40% (20/8)	1D8
Dodge	22% (11/4)	

ARKHAM NEIGHBORHOOD
UPTOWN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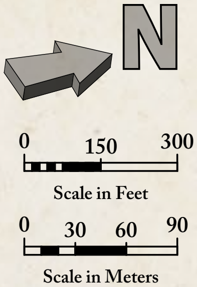
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POINTS OF INTEREST

801. Franklin Place, The
802. Daniel Shay Public School
803. Arkham Skulls House
804. Miskatonic Club
805. Stewart Portman Residence
806. The Tabularium
807. Armitage Residence
808. Timbleton Arms
809. May Ladies Beauty Salon
810. D. Upton, Consulting Architect
811. Whitechapel Nursing Home
812. Dr. Wilson Residence
813. First Ladies of Arkham
814. Saltonstall Residence
815. Clark's Residential Accommodations
816. Wilmarth Residence
817. First Presbyterian Church
818. Derby Residence
819. Shear Residence
820. Dr. Hartwell Residence
821. Arkham Reserved Congregational Church

802 DANIEL SHAY PUBLIC SCHOOL

602 W High Street

This public elementary school for grades 1–8 (ages 6 to 14) operates from the first Monday in September till the last Friday of May. The school day lasts six hours, five days a week. Currently, the school provides education for approximately 120+ children.

Notable Folk

- Lionel Fenster, 49, is the sometimes-forgetful principal.

803 ARKHAM SKULLS HOUSE

526 W High Street

The Arkham Skulls were the first collegiate fraternity to establish a chapter at MU in 1829. Recruiting members from only the "best" New England families; thus, membership is exclusive and prestigious.

The house serves as a dormitory for all non-freshmen members, with 12 currently residing here. The wealth and privilege enjoyed by the members of this fraternity lends them an aloof air that most students (and some faculty) find annoying and repellent. Of course, their status and family money make them virtually untouchable when it comes to disciplinary action; indeed, this "protection" extends to law enforcement as the police prefer to avoid the "fuss" that their families can bring to bear. Thus, the "Skulls" are responsible for some of the most decadent parties and outrageous pranks on campus. The current president is Benjamin Hansell, 23, a rich and spoiled wastrel whose cheeks turn bright red when someone annoys him.

The mansion can accommodate up to 14 young men comfortably and is kept clean by a small team of housemaids. The young men are well-fed by a cook paid to prepare breakfast and evening meals.

Benefits

Those wishing to join the fraternity must be nominated by a member (current or alumni) and must be of old New England money and family. Initiation is not particularly severe, although it is usually some form of test of stamina and foolhardiness. Once initiated, each member contributes $80 per year, split over semesters. For each full year of membership, an investigator may add +1D10 percentiles to one skill from Charm, Fast Talk, Intimidate, or Persuade (others at the Keeper's discretion), to a maximum of 50%. In addition, increase Credit Rating by +5 percentiles while a member.

804 MISKATONIC CLUB

311 W Pickman Street

This exclusive men's club owns this Georgian mansion. Its doors are always open to members, and a porter is always on duty. Amenities include a library, billiards room, commons room, bar, and a small dining room. Three bedrooms are available for overnight stays. Women are not allowed past the porter's office in the reception lobby.

Membership is by invitation only, with initiation costing $300. Annual dues are $250, expected on the first Monday of January. Drinks, food, and rooms are extra.

Notable Members

- Judge Keezar Randall, 74, **Courthouse & Jail** (212)
- Royce Merriam, 58, **Arkham First Bank** (214)
- Robert Beckworth, 59, owner of the **Tower Professional Building** (119) and the **Hotel Miskatonic** (634)
- Stewart Portman, 43, **Home of Stewart Portman** (805)
- William Danvers Johnson, 50, vice-president at the **Arkham First Bank** (214)

Benefits

An investigator able to join this club may immediately raise their Credit Rating by +10 percentiles. Assuming they make a good impression with a suitable social skill roll, they may also become a friend of Judge Randall, which may prove useful should they ever have to appear in court or fall foul of the law.

805 STEWART PORTMAN, HOME OF

299 W Pickman Street

A large house owned and inhabited by Stewart Portman, who presents himself as a sophisticated dilettante. He is known for his parties and is considered to be a "man's man" by polite society and a "monstrous brute" by those who have encountered his true personality. An avid book collector, he possesses what he considers to be the finest collection of books in Arkham, with many rare and first editions, as well as illuminated manuscripts gracing his shelves. Contained in his study, he possesses a special gallery of books in a locked, glass case, which comprise one of the most impressive collections of occult texts in Massachusetts.

Psychopath & Murderer

Despite his youthful good looks, when Portman lets his guard down, he reveals himself to be manipulative and narcissistic. He woos ladies with gifts and flattery, charms gentlemen with his humor and self-deprecation, and treats everyone as his personal playthings. Portman is a psychopath who uses people, getting what he can out of them in favors, money, or secrets. Once he grows tired of someone or else sees no further value in the relationship, he treats them like dirt and discards them like an unwanted toy. Every once in a while, Portman dispenses with social convention and simply murders to get what he wants. Exactly how many people Portman has killed, and where he disposes of the bodies, is left for the Keeper to determine.

While rumors and gossip about Portman's behavior are whispered among Arkham's polite society, he has (so far) escaped any official scrutiny—in part due to his friendship with Judge Keezar Randall (**Courthouse & Jail**, 212). Perhaps, in time, someone will bring Portman's crimes to light, and some measure of justice can be served.

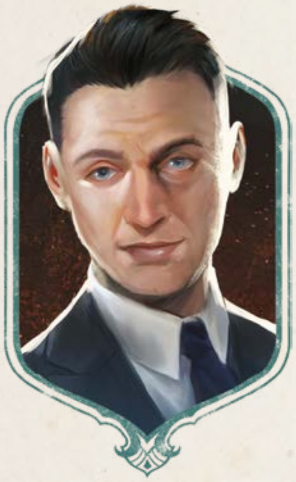
Strangeness

Within Portman's library is an exceedingly rare copy of the *Zekerboni*. Published in the 18th century and written in the 1600s by Pierre Mora, this Italian text contains rare versions of the *Key of Solomon* and *The Seven Tables of the Planets* and provides a grimoire of spells concerning conjurations (summons/binding) and other dark matters.

Of note, the book's covers are coated with a contact poison. If an investigator is not wearing gloves, they must make an Extreme CON roll. If failed, the poison causes 2D10 damage around 1D10 hours later; a numbness affects the fingers, then hands and arms, and finally causes the heart to stop. Even if a successful Extreme CON is made, the person still suffers 1D8 damage after 1D10 hours. Portman keeps a pair of rubber gloves in a box on the bookcase—these are an expensive item, imported from England.

Pierre Mora is believed to have been the leader of a witch coven in Milan, Italy, and was arrested around 1631. While reports are vague, Mora is understood to have been executed for numerous heinous crimes and the spreading of the plague.

With an initial reading, the *Zekerboni* confers +4 percentiles to Cthulhu Mythos, while full reading provides +8 percentiles; study time is 14 weeks; Mythos Rating 36%; Sanity loss 1D10+2. It contains the spells: Body Warping of Gorgoroth, Dominate, various Contact and Summon/Bind spells, and others of the Keeper's choosing.



Stewart Portman

Psychopathic Book Collector, age 43

STR	55	**APP**	80
CON	50	**POW**	50
SIZ	55	**EDU**	70
DEX	75	**SAN**	42
INT	70		

HP	10
DB	0
Build	0
Move	7
MP	10

- **Description:** youthful face with blue eyes and swept-back brown hair.
- **Traits:** privileged and arrogant, narcissistic, and a murderer.

Skills

Appraise (Books) 55%, Charm 70%, Credit Rating 90%, Cruelty 90%, Cthulhu Mythos 8%, Fast Talk 55%, Have No Remorse 99%, Library Use 40%, Listen 45%, Occult 70%, Ride 70%, Spot Hidden 40%, Throw 35%.

Languages

English 70%, French 50%, German 25%, Italian 30%, Latin 35%.

COMBAT	%	DAMAGE
Brawl	60% (30/12)	1D3 or knife 1D4+1
.32 revolver	50% (25/10)	1D8
Dodge	37% (18/7)	

806 THE TABULARIUM

442 W High Street

This Victorian-Gothic style building contains MU's archive of papers, ledgers, and administrative records going back to the 1700s and the days of the Arkham College and the Miskatonic Liberal College. In addition, the archives of the Salem Academy and the Elder Faith Seminary are also housed here.

The cramped, dusty archives overflow with boxes of old books, letters, and papers. Those wanting to find old class rosters, photographs, trustees' minutes, or commencement addresses (all the way back to 1692) can find them here, although the collection is notoriously jumbled and difficult to navigate. Few have ever had the time or inclination to plumb the depths of the material stored here, and most students are unaware that this archive even exists.

Notable Folk

- Beatrice Ilsley, 54, manages the archive with a staff of two clerks; she likes everything in its right place and would prefer if people didn't distract her from her work.

Historical

Built in 1743 as part of the old Arkham College, this building later served as a library and an administration building. In 1861, the building was rebuilt and repurposed as an archive and storage for MU's records and christened The Tabularium.

Useful

Finding relevant records and information can be a daunting task due to the arcane filing systems used over the years. Unless helped by the staff, an investigator is liable to spend 1D4+1 days searching the archives if they fail a Library Use roll (in this case, at the Keeper's discretion, the roll determines time taken rather than success). Whereas, convincing a staff member to help with a successful social skill roll means the information can be found in 1D2 days or less. Typical information could be any of the following things:

- Previous under- and post-graduates (names, home addresses, years, etc.)
- Post-graduate research proposals
- Faculty and staff (names, home addresses, years, etc.)
- Departmental budgets
- Faculty and departmental sponsorship (via business and private individuals)
- Contracts

807 DR. AND MRS. HENRY ARMITAGE, HOME OF

348 W High Street

This fine Edwardian property is the home of Dr. Henry Armitage and his wife, Eleanor. It is a picturesque building, particularly when the blossoms are on the trees that line the sidewalk on High Street.

Notable Folk

- Dr. Henry Armitage, 59, is the director of the **Orne Library** (623), see page 174.
- Eleanor Armitage, 57, while devoted to her husband, she would like him to slow down a little and not spend so much of his time at the library. She is heavily involved in various charitable courses and has an active social diary being a member of the **First Ladies of Arkham** (813).

808 TIMBLETON ARMS

111 W Pickman Street

A five-story building with eight luxury apartments to rent, starting at $83 per month, plus two top-floor penthouse suites costing $120 per month. The rent includes laundry, maid service, and a full-time doorman. The first floor consists of a lobby and an administration office, with storage and service rooms to the rear. A basement houses a furnace and boiler system.

Notable Folk

- Felix Munden, 29, is the likeable doorman who dreams of a life more adventurous.
- "One-Eye" Pete O'Toole, 34, is a resident here; he's one of Danny O'Bannion's lieutenants (**Lucky Clover Cartage Co.**, 412).

809 MAY LADIES BEAUTY SALON

122 W High Street

This is the most expensive salon in town, patronized by Arkham's well-to-do ladies. Sometimes a slightly bizarre mix, the clientele includes the girlfriends of mobsters and the wives of MU's academics. Services include eyebrow shaving, manicures, nail painting, skin treatments (inc. application of cream containing mercury to make the skin paler), and hairdressing.

Notable Folk

- Avis May, 33, is the happy-go-lucky proprietor and head stylist.

810 DANIEL UPTON, CONSULTING ARCHITECT

662 W Saltonstall Street

The home and office of Daniel Upton, a successful architect. The house is something of a showpiece of Georgian architecture, with everything in proportion and balance. Upton's office is on the first floor, off from the front reception area. Meetings by appointment only.

Notable Folk

- Daniel Upton, 36, graduated from Harvard and is a member of the **Arkham Historical Society** (901), and well-versed in the architecture of New England—see **Look to the Future**, following. Key skills: Art/Craft (Architecture) 90%, History (New England) 65%.
- Martha Upton, 35, is Daniel's wife and mother to their son, Philip.

Look to the Future

Upton is a close friend of the poet **Edward Pickman Derby** (page 212) and becomes involved in the strange affair of Derby and his new bride, Asenath Waite (see **Home of the Derby Family**, 818, and **Crowninshield Manor**, OS114). The frightful events of their relationship conclude in 1933 when Upton shoots Derby dead—see Lovecraft's "The Thing on the Doorstep."

811 WHITECHAPEL NURSING HOME

602 W Saltonstall Street

A nursing home catering to the elderly who require 24-hour assistance and care. The residents are both male and female and are independently wealthy or from wealthy families. While most are simply frail, a few have more serious conditions, but, on the whole, they can be a lively bunch. Each has a private room, but most spend their days in the communal lounge. An office and a medical room are situated on the first floor. Three nurses (working shifts) helped by a team of caregivers ensure help is on hand at all hours of the day and night.

The residential fee is $100 per month, inclusive of meals and medical care. In-home care costs $10 a day for those able to remain in their own homes.

Notable Folk

- Faye Molzan, 45, is the home's manager.
- Dorothy Price, 37, is the sour-faced head nurse.
- Walter Webber, 64, is a handyman who comes in every day to maintain the facilities; when he's not got much to do, he likes to reminisce with the residents in the lounge.

812 HORTON WILSON, M.D., HOME OF

522 W Saltonstall Street

Dr. Wilson is semi-retired. He keeps a few patients on his books, with most of these being people in his long-time care. The front room, converted some years ago, serves as a treatment and consulting room. In times of crisis, Dr. Wilson will step up if called upon by **St. Mary's Teaching Hospital** (626).

Notable Folk

- Dr. Horton Wilson, 68, lives and works here.
- Alma Wilson, 67, is Horton's wife and a former nurse.

Strangeness

Dr. Wilson is the personal physician of Prof. Nathaniel Wingate Peaslee (see **Home of Nathaniel and Wingate Peaslee**, 607) and treated Peaslee during and after his strange attack of amnesia in 1913. His notes from the period of the amnesia and later may contain possibly illuminating details for those trying to understand Peaslee's condition and its implications.

813 FIRST LADIES OF ARKHAM

432 W Saltonstall Street

A meeting place and event space for the First Ladies of Arkham, an organization for women from the elite and upper echelons of Arkham society, some of whom can trace their ancestry back to the town's founding. A civic organization, the members undertake "good works" and raise funds for preservation of historic buildings and documents, and for patriotic endeavors like the installation of markers at the graves of Revolutionary War soldiers and other historic monuments.

These blue bloods aim to defend Arkham and American culture in general against the threat of "unenlightened outsiders," such as anarchists, communists, and unionists. As such, they are the heart of the "Old Arkham" gentry. When riled, they can be a contentious and powerful force, able to influence those in power and muster all manner of support.

Notable Members

- Virginia Whipple, 56, is the current president, a fiery and proud lady. Key skills: Charm 60%, Intimidate 80%, Persuade 70%.
- Maude Collins, 36, **The Pickering House** (301).
- Eleanor Armitage, 57, **Home of Dr. and Mrs. Henry Armitage** (807).

Benefits

Applicants must be 18 or older and be "personally acceptable," which is basically code for either "Old Arkham blood" or wealthy. Membership is by invitation only, and costs $50 per year. Female investigators may increase their Credit Rating by +10 percentiles if they become members.

814 E. E. SALTONSTALL, HOME OF

354 W Saltonstall Street

The ancestral home of the venerable lawyer Ellis. E. Saltonstall, Sr., (**E. E. Saltonstall & Associates**, 125) and his ailing wife, Lydia. The pair rattle about this grand mansion, using fewer than half of the rooms within; the unused areas are dark, with windows shuttered or draped and furniture covered in dust sheets. A live-in maid keeps the place tidy, cooks, and cares for Lydia when Ellis is at work.

Notable Folk

- Ellis. E. Saltonstall, Sr., 71, sometimes cantankerous legal expert.
- Lydia Saltonstall, 74, is his frail and ill wife.
- Mary Rapp, 29, is their maid, cook, caregiver, and gofer.

815 CLARK'S RESIDENTIAL ACCOMMODATIONS

276 W Saltonstall Street

The ancestral home of the Clarks. Miss Elizabeth, the last of this branch of the Clarks, is the owner and resident of this splendid Georgian mansion. She now rents out rooms as a means to keep her head above water and pay her taxes. Most Arkhamites consider the house to be the best boarding establishment in Arkham.

Clark lets rooms by the month only, and the rent of $95 per month includes two meals a day, with breakfast at 7:00 am and supper at 6:30 pm. Miss Elizabeth rents only to the select few with whom she can feel personal affinity and who can offer strong letters of recommendation. She has a total of five rooms to let.

Notable Folk

- Elizabeth Clark, 49, is the prim and well-dressed owner and proprietor.
- Hattie O'Brian, 42, owner of **Hattie's Boutique** (425-A).
- Walter Klein, 46, accountant at the **Lucky Clover Cartage Co.** (412); Klein's link with organized crime is, of course, unknown to Miss Elizabeth.

816 ALBERT N. WILMARTH, HOME OF

118 W Saltonstall Street

The Wilmarth ancestral residence is an aging Georgian mansion and presently the home of **Dr. Albert N. Wilmarth** (page 169), professor of English at MU (**Department of English**, 614-A). Wilmarth is a bachelor and lives alone.

Notable Folk

- Dr. Albert N. Wilmarth, 37, is the owner with a special interest in New England folklore. For further details about Wilmarth, see Lovecraft's story, *The Whisperer in Darkness*.

817 FIRST PRESBYTERIAN CHURCH

651 W Saltonstall Street

Founded in 1801, the old Presbyterian church was originally situated on Lich Street but was sold in 1854, becoming **St. Michael's Catholic Church** (714). The Presbyterian church moved to this address, occupying a new brick-built building that opened at the end of 1854.

Locals consider the congregation to be marginally wealthier than most, and it continues to attract those of Scottish heritage as well as others. During public worship, women and girls tend to wear a scarf or other head covering. They hold services every Sunday with prayer meetings taking place midweek and are notable for the tradition of the singing of Psalms.

Recently, the church has been raising money through charity and other activities to fund Presbyterian missionary work in Mexico, with small groups traveling there to spread the good works of the church.

Notable Folk

- Dr. Eben Sutton, 57, leads the congregation. He is a stern fellow, characterized by his "Old Testament" philosophy that flows through his sermons.

818 DERBY FAMILY, HOME OF THE

563 W Saltonstall Street

The Derby family home, wherein lives Edward Pickman Derby with his mother and father. Situated next to the **First Presbyterian Church** (817), this grand house is a picturesque sight, surrounded by a few ancient-looking black cherry and gray birch trees.

Notable Folk

- Edward Pickman Derby, 31, a poet and dilettante.
- Elnatha Derby, 53, Edward's mother and a homemaker.
- Phinney Derby, 56, Edward's father and a successful local businessman.

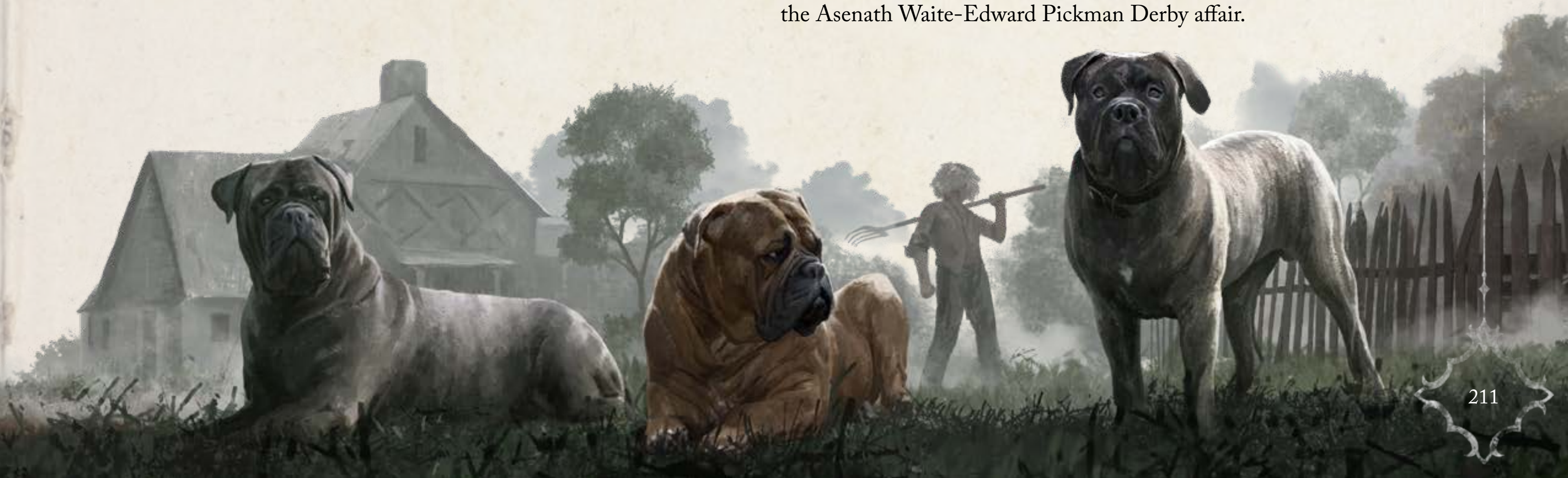
Look to the Future

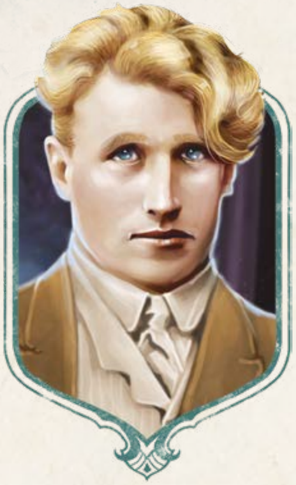
Edward's mother dies in 1925, when he is 34 years old. He continues to live with his father until his marriage to **Asenath Waite** (page 240) in 1929, whereupon he moves out of the family home to live with Asenath in **Crowninshield Manor** (OS114). The Derby house becomes vacant after his father dies in 1931.

Historical

In 1909, when age 18, Edward Pickman Derby writes *Azathoth and Other Horrors* (republished in 1919), a collection of poetry published in Boston in a pocket-sized edition numbering 1,400 copies. The poet chooses to use the simplified "Edward Derby" rather than his full name on the book's jacket.

Note: see **Timeline: Derby-Waite**, page 241, for details concerning the Asenath Waite-Edward Pickman Derby affair.





Edward Pickman Derby

Poet, age 31

STR	55	APP	65
CON	50	POW	40
SIZ	60	EDU	80
DEX	55	SAN	40
INT	80		

HP	11
DB	0
Build	0
Move	7
MP	8

> *"Blond and blue-eyed, he had the fresh complexion of a child; and his attempts to raise a mustache were discernible only with difficulty. His voice was soft and light, and his pampered, unexercised life gave him a juvenile chubbiness rather than the paunchiness of premature middle age. He was of good height, and his handsome face would have made him a notable gallant had not his shyness held to seclusion and bookishness."*
> —H. P. Lovecraft, "The Thing on the Doorstep"

- **Description:** boyish looks and a little overweight, with blond hair, and dressed in a brown suit.
- **Traits:** painfully shy, often lost in daydreams, and weak-willed.

Skills

Art/Craft (Poetry) 85%, Charm 35%, Credit Rating 75%, Drive Auto 30%, History 40%, Library Use 65%, Listen 30%, Navigate (Arkham) 65%, Occult 60%, Persuade 45%.

Languages

English 80%, French 35%, Latin 20%.

COMBAT

	%	*DAMAGE*
Brawl	25% (12/5)	1D3
Dodge	27% (13/5)	

819 HAROLD SHEAR, HOME OF

680 W Miskatonic Avenue

The first thing one notices about this well-kept Georgian home is the "severely precise" front garden, with flower beds neatly laid out in regimented rows. The land around the house is equally tidy and organized, suggesting the owner is also highly organized and meticulous—this is true, as the owner is Dr. Harold Shear of MU's chemistry department (**School of the Physical Sciences**, 612-D), who resides here with his wife and son.

Notable Folk

- Dr. Harold Shear, 53, chair of MU's chemistry department.
- Eustice Shear, 50, homemaker and energetic charity fundraiser.
- Jonathan Shear, 12, a seemingly innocent youngster who is secretly an arsonist.
- Abigail LaRue, 57, is the aging, live-in house maid who was born and raised in New Orleans and is secretly a member of the **Arkham Coven** (page 51).

Strangeness

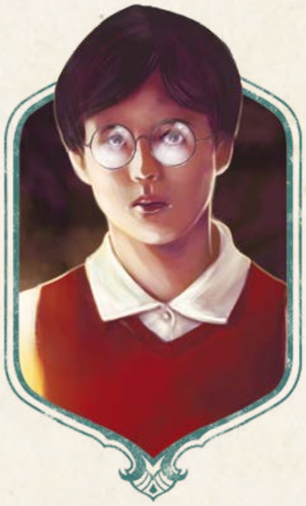
Jonathan Shear is the pride of his parents and is very practiced at appearing "cool as cucumber," as though butter wouldn't melt in his mouth. In truth, Jon is a developing arsonist. About a year ago, during a visit to the **University Exhibit Museum** (627), Jon was enthralled by an artifact on which was painted fire symbols. Shortly after, he began lighting small, controlled fires in the woods east of town. The activity quickly grew to roasting toys and then small woodland animals to see "what they would do." After a time, he started to ignite the contents of garbage cans on the outskirts of Arkham.

A week ago, Jon siphoned gas out of his father's car, planning to incinerate a heap of packing cases behind **Gleason's Department Store** (427). Unbeknown to the young arsonist, a homeless man was sleeping within; the man leaped flaming and screaming into the river—never to surface. Jon caused the death of a man that night and he is now petrified that someone may discover it was him. In time, however, his fears will gradually subside, and he will strike again. Each new fire more daring and crueler.

Jon's preoccupation with fire-starting is somehow fueled by the strange impulses implanted in his mind by the artifact in the museum. An artifact that no one seems to remember, much less be able to locate…

Jonathan Shear

Firebug, age 12



STR	35	APP	55
CON	60	POW	55
SIZ	35	EDU	45
DEX	70	SAN	49
INT	75		

HP	9
DB	-1
Build	-1
Move	8
MP	11

- **Description:** a smart yet innocent-looking young boy, with round, wire spectacles and dressed in short trousers, vest, and shirt.
- **Traits:** calculating and secretive, with an unquenchable desire to watch things burn.

Skills

Act (Like Favorite Movie Hero) 45%, Burn Things 80%, Climb 70%, Fast Talk 65%, Listen 55%, Navigate (Arkham) 50%, Spot Hidden 35%, Stealth 60%, Throw 35%.

COMBAT

	%	*DAMAGE*
Brawl	30% (15/6)	1D3-1
Dodge	45% (22/9)	

820 MORTON HARTWELL, M.D., HOME OF

507 W Miskatonic Avenue

Dr. Morton Hartwell was born and raised in this house, and he will most likely die here too. The good doctor has never lived elsewhere and, apart from some adventurous excursions in his youth, he is relatively untraveled and has been content to stay in Arkham and care for its residents. His wife, Janine, passed five years ago.

Despite his advanced age and sometimes trembling hands, his memory is (more or less) fully intact; thus, he sees no reason to retire. While he doesn't seek out new patients, he still tends to the health of a number of long-term ones. Indeed, he has been Dr. Henry Armitage's physician for more years than he can care to imagine—and will continue doing so in the aftermath of Armitage's experience with the "Dunwich Horror" in 1928.

Notable Folk

- Dr. Morton Hartwell, 70, is the owner and operates his small medical practice from here. Key skills: First Aid 65%, Medicine 75%, Science (Pharmacy) 75%.
- Lucy Applegate, 25, is the maid and cook, who visits each day.
- Janine Hartwell, deceased, still lingers in body, if not in spirit.

Strangeness

Having never lived a day apart since their wedding, Morton Hartwell couldn't bear to be parted from Janine when she died. Despite a no-expenses-spared funeral attended by many of Arkham's great and good, Janine's body never entered the soil of **Christchurch Cemetery** (921). Her remains remain in a special casket on an oak pedestal in the master bedroom of 507 West Miskatonic Avenue, next to the bed of her husband. Uwe Mehler of **Mehler's Funeral Parlor** (704), a close friend of Hartwell's, enabled the situation and swore to keep the secret.

Mrs. Hartwell's embalmed corpse may be something of a surprise, should anyone other than Dr. Hartwell ever venture into the master bedroom—Lucy the maid has strict instructions to never enter, although she is troubled by the sounds occasionally coming from within the locked bedroom when Dr. Hartwell is out visiting patients. Is Janine's ghost making the noises? Perhaps it's the plumbing? Or, perhaps, the doctor is working on a way to reanimate his wife?

821 ARKHAM RESERVED CONGREGATIONAL CHURCH

651 W Washington Street

Situated on the town's southern edge, this old church has seen better days, having partially burned down in 1909. Subsequent repair and building work made the structure usable, although one cannot say the repairs have been done with finesse or care. Rather, they are temporary fixes intended to serve until the church can raise enough funds to pay for a complete rebuild.

Since the fire, the congregation has dwindled, with many people moving to Arkham's other places of worship. A few steadfastly remain to hear the sermons of Reverend Armbruster and these tend to look upon their erstwhile congregants with no little amount of scorn.

Notable Folk

- Rev. Wharton Armbruster, 62, presides over what is left of his church and flock. An imperturbable fellow who is certain that, one day, his church will again be full of people hanging on his every word.

Neighborhood 9: Lower Southside

900–999

Lower Southside is situated on low, marshy ground in a pocket between French Hill and South Hill. The air is muggy in the summer, and cold and damp in the winter. The area is bordered by East Pickman Street in the north, South Garrison Street to the west, South East Street to the east, although in practice the neighborhood's postal service and amenities extend eastward to the properties along East High and Saltonstall Streets, as well as Miskatonic Avenue. The southern border is East Washington, although it now practically extends to Silver Brook Street, accommodating Christchurch Cemetery.

On South Powder Mill Street, south of Saltonstall, stand several prime examples of late 18th century wooden row houses. In the main, however, the neighborhood's streets tend to be narrow, with twisting lanes and crowded tenements filled with the poorer families of Arkham; most of these wooden buildings show signs of decay and need repair. Badly lit, the area has long been the subject of calls for reform, but little has actually been done. The neighborhood is overcrowded and often noisy. Tiny shops, markets, and restaurants hide here, pressed in between tenements and apartments, and often unmarked and known only to the locals.

Polish and Portuguese immigrants have communities here (between East Saltonstall and East Washington), along with a small but close-knit Syrian community, and a sizeable population of African Americans (between South Powder Mill and South Sentinel in the south), although the area's largest community are those of Italian heritage (with most in the northern portion, between East Pickman and High Street). While the differing communities are inclined to keep to their own, there is nevertheless a strong sense of "Lower Southside" community, especially in how the residents view the better-off neighborhoods of Arkham.

901 ARKHAM HISTORICAL SOCIETY

531 S Garrison Street

This restored Georgian mansion, known as the Pingtree-Baldwin House, is set back from the street and houses the headquarters of the Arkham Historical Society, a privately supported group where like-minded amateur historians can gather, debate, and share research. The building is open to the public from 10:00 am to 5:00 pm, Monday to Friday. The organization holds lectures once a month, on Wednesday evenings, from 7:00 pm, where members present a facet of Arkham lore to one another.

Several downstairs rooms, decorated in Colonial and Federalist styles, house numerous artifacts concerning Arkham's history, such as the community's first pump handle. Paintings of famous past Arkhamites line the walls and include names like Bishop, Armitage, Whateley, and others. The upstairs contains the society's vast library (the "John Halden Library") and collected records. Obscure records, not found elsewhere, can be located here. The society acquires new materials as and when they can, paid for through membership fees and bequests from Arkham natives.

The Society owns a handful of properties in Arkham, most notably the **Pickering House** (301) on Federal Street.

Secret

Hidden away in the basement, in musty wooden boxes, are old issues of Arkham's newspapers. These issues are uncatalogued, and their existence is unknown to the members of the Society. Notably, the collection includes numerous issues missing from those held in the **Orne Library** (623); specifically, the *Bulletin's* volumes for the years 1823–1826, the *Gleaner's* editions from the years 1830–1831, the *Gazette's* issues for the years 1845–1848 and 1864–1868, and the *Advertiser's* editions for 1851 to 1863.

Notable Folk

- Diane Lapham-Peabody, 61, is the Society's curator and an expert in genealogy.
- Chester Hardwicke, 48, is a philatelist and owner of **Hardwicke's Stamps & Coins** (121).
- Edward Tillinghast, 55, is an avid collector of rare books and maps and the proprietor of **Rare Books & Maps** (126).
- George Tillinghast, 51, brother of Edward and the owner of **Curios & Antiques** (419).
- Albert N. Wilmarth, 37, professor of English and a noted New England historian (**Department of English**, 614-A).
- Daniel Upton, 36, the **Consulting Architect** (810).

Benefits

Membership costs $20 a year, which entitles access to the Society's building, records, and library. Arkham's intellectuals consider belonging to the Society a "good thing," though most think twice before donating a week's wages or more to do it. All members may attend the annual meeting and dinner, usually held in April, where they can rub shoulders with the great and good of Arkham.

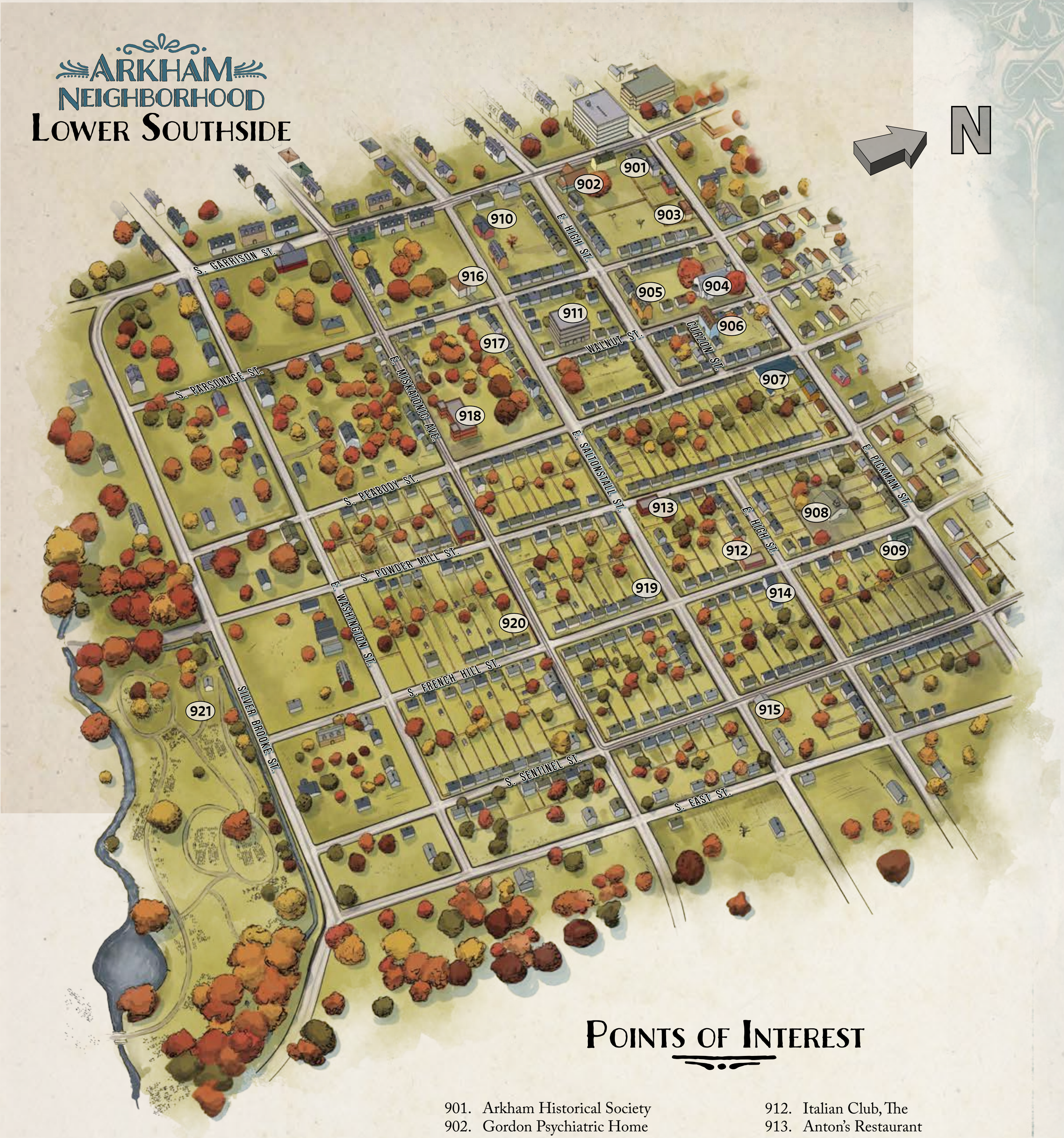
When dealing with other members, investigators gain a bonus die to social skill rolls (assuming they are in good standing)—this includes being on favorable terms with the staff of the **Arkham Public Library** (211) and the **Orne Library** (623) (although this boon only works with **Dr. Henry Armitage**, page 176, at the Keeper's discretion).

Optionally, investigators who are members for at least one year, and who regularly attend most of the Society's talks, may increase their History (Arkham) by +1D10 percentiles per year thereafter.

Strangeness

The resources of the Society's library may contain all manner of useful information concerning Arkham's past, its buildings, and people. These details are the province of the Keeper, who is advised to consider locating scenario clues here as appropriate. Investigators may discover such clues in the Society's research papers or else by engaging in conversation with its members. Those simply digging through old records may inadvertently come upon all manner of scenario hooks if the Keeper wishes it.

ARKHAM NEIGHBORHOOD
LOWER SOUTHSIDE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E. HIGH ST.
WALNUT ST.
CURZON ST.
S. PARSONAGE ST.
E. MISKATONIC AVE.
E. SALTONSTALL ST.
E. PICKMAN ST.
S. PEABODY ST.
E. HIGH ST.
S. POWDER MILL ST.
E. WASHINGTON ST.
S. FRENCH HILL ST.
SILVER BROOKE ST.
S. SENTINEL ST.
S. EAST ST.
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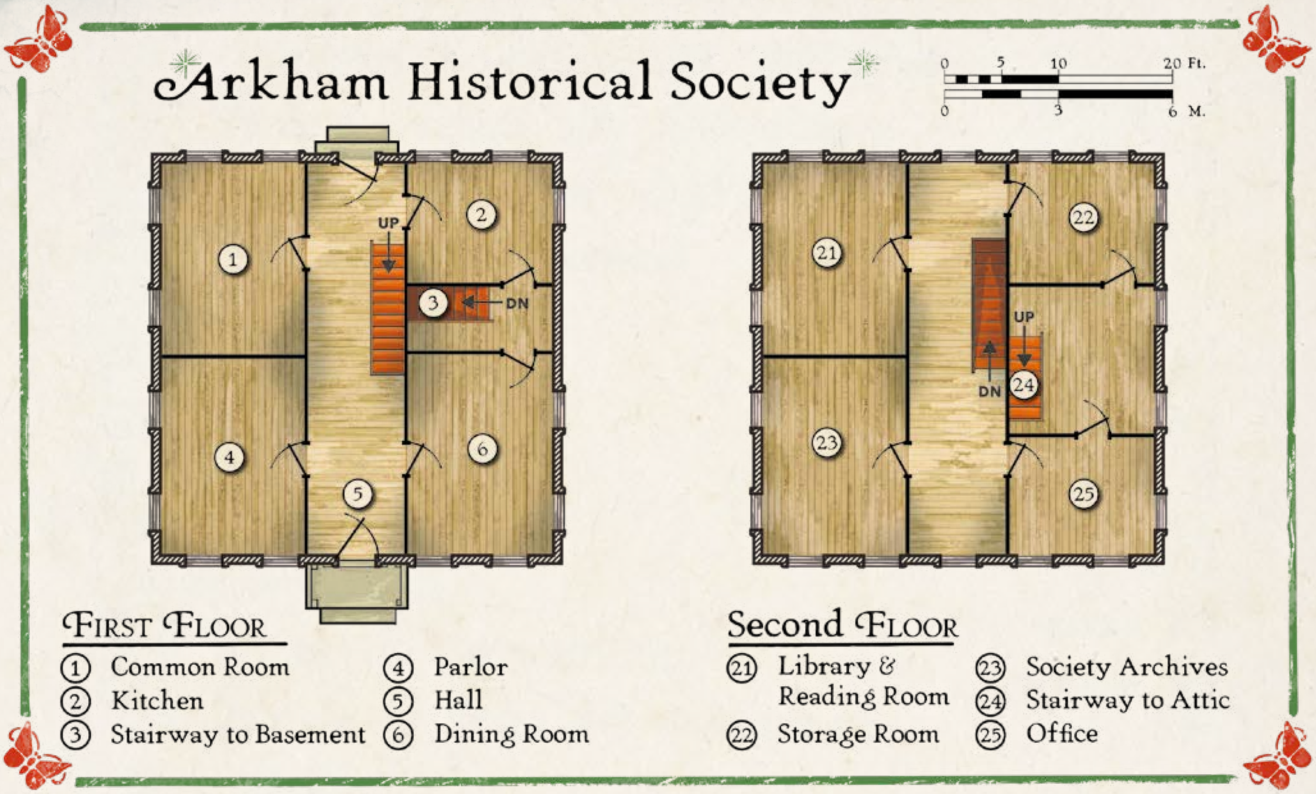
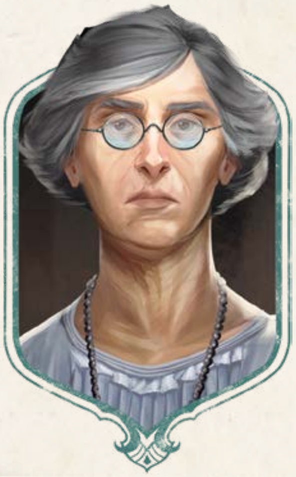
250
500
Scale in Feet
0
50
100
150
Scale in Meters

POINTS OF INTEREST

901. Arkham Historical Society
902. Gordon Psychiatric Home
903. Miss Andrews' Social Parlor
904. St. Stanislaus Catholic Church
905. Szymanski's Boarding House
906. Walnut Street Apartments
907. Taran Hall
908. Our Lady of the Sacred Heart Church
909. Eleazar's Funeral Home
910. Eye of Amara Society
911. Simpson Apartments
912. Italian Club, The
913. Anton's Restaurant
914. Tenement
915. Morningside Funeral Parlor
916. Pinter's Veterinary Practice
917. Salt's Diner
918. Halsey Public School
919. Petrucci's Barbershop
920. Sycamores
921. Christchurch Cemetery





Diane Lapham-Peabody

Curator, age 61

STR	45	**APP**	65
CON	35	**POW**	75
SIZ	50	**EDU**	85
DEX	55	**SAN**	69
INT	85		

HP	8
DB	0
Build	0
Move	5
MP	15

Lapham-Peabody is the Arkham Historical Society's curator. She is an expert in local genealogy and possesses a working knowledge of most of the church and town records, library holdings, historical societies, and graveyards found in the Miskatonic Valley region. While aware of the Mythos only in a rudimentary fashion, she is certainly familiar with Innsmouth and Dunwich, and possibly knows something of the strange folk who reside there. Lapham-Peabody could prove to be a valuable ally in research, and one quite likely to be willing to help solve complicated genealogical puzzles.

- **Description:** tall and slender, with chiseled features, she wears round, wire spectacles for reading and dresses impeccably.
- **Traits:** eager to help and knowledgeable, she can at times be quite condescending.

Skills

Accounting 25%, Arkham Genealogy 90%, Be Condescending 60%, Charm 40%, Credit Rating 70%, Cthulhu Mythos 5%, History (Arkham) 85%, Library Use 80%, Listen 45%, Navigate (Arkham) 70%, Occult 15%, Persuade 50%, Spot Hidden 55%.

COMBAT	%	*DAMAGE*
Brawl	25% (12/5)	1D3
Dodge	27% (13/5)	

902 GORDON PSYCHIATRIC HOME

107 E High Street

This gigantic Victorian mansion, converted into a private psychiatric hospital in 1919, offers care and recuperation at a cost of $220 per month. Six private rooms are available, with three resident physicians and three non-resident nurses working and supporting patient rehabilitation. Patients are voluntary admissions, although occasionally a family will petition to place a loved one in the institute's care.

Only one patient room has barred windows with the others just having secure window and door locks, as very serious cases are usually referred to the **Pickering Psychopathic Hospital** (201). In this respect, the institute has an excellent working relationship with the Pickering Hospital.

Importantly, the privacy of patients is one of the foremost concerns of the institute, as wealthy families often seek discretion in terms of their loved one's care, fearing the social stigma commonly associated with mental health issues in this era. Thus, patient records are confidential, and care is taken to keep such details out of the press or public eye.

Notable Folk

- Dr. Phillip Gordon, 52, is the director and a skilled practitioner and author, having written several books on mental health care and diagnosis. Key skills: Medicine 65%, Psychoanalysis 75%, Psychology 80%.

Cure Rate

Private patients receive superior treatment, focusing on appropriate medication and one-to-one therapy sessions. Such care awards a bonus die (possibly two at the Keeper's discretion) to determine the success of treatment (see **Institutionalization** in the *Call of Cthulhu: Keeper Rulebook*, page 165), with success indicating a gain of +1D4+3 Sanity points. The average length of care is 1D3+1 months for most conditions, although very serious conditions should require 1D6+4 months. Allow a treatment/Sanity roll once per month. Patients may check themselves out at any time, unless a bar has been placed by their family (who are paying the bill).

903 MISS ANDREWS' SOCIAL PARLOR

110 E Pickman Street

A place where elderly ladies of genteel character can socialize, drink tea, and play cards and mahjong. Alongside the tea, small glasses of fruit and dandelion wine are available upon request. The parlor consists of two large reception rooms, with kitchen facilities in the rear. Miss Andrews lives in the apartment on the second floor. Open 10:30 am to 4:00 pm, Monday to Friday.

Notable Folk

- Nelly Andrews, 62, is the congenial proprietor. Key skills: Charm 70%, Gather Gossip 80%.

904 ST. STANISLAUS CATHOLIC CHURCH

522 Walnut Street

Established in 1878, this Catholic church occupies a former Baptist church. The congregation is mainly Polish, with the church acting as social gathering place for the local Polish community. At points through the year, the church (supported by the community) holds street-procession festivals in honor of saints related to Poland, including Saint Wojciech (April 23), Saint Florian (May 4), Saint Hyacinth (August 17), and Saint Wenceslaus (September 28).

Notable Folk

- Father Kazimierz Iwanicki, 63, has led the church for last 40 years and knows just about everyone in the Polish community by name. Key skills: Cthulhu Mythos 3%, History (Keziah Mason) 45%.

Strangeness

Over the years, Father Iwanicki has been told many stories about an old witch named Keziah Mason and her rat-like familiar, Brown Jenkin. Iwanicki knows of the accusations about the witch kidnapping children and other stories of her activities (indicated by his Cthulhu Mythos and specialist History skills). Lately, the priest has begun to give more credence to the accounts concerning Mason and has grown troubled by the implications. Perhaps, given suitable encouragement, he will act—his knowledge and willingness to assist may prove valuable to investigators in search of the truth about Keziah Mason.

905 SZYMANSKI'S BOARDING HOUSE

574 Walnut Street

A cramped and somewhat dingy boarding house, with six second-floor rooms (plus one on the first floor) available for $75 per month or $20 per week. Most of the guests are Polish. The rooms are clean, and the food, while simple and inexpensive, is well prepared and tasty. The owner, Mrs. Szymanski lives on the first floor and prepares all the meals. She locks the front door between 10:30 pm and 6:30 am.

Notable Folk

- Magdalena Szymanski, 58, is the owner and a widow (her husband, Jakub, died just three years ago). She speaks with a thick Polish accent and loves to cook.
- Krystyna Szymanski, 32, is Magdalena's daughter and assists with cleaning the rooms; she does not live on the premises.
- Father Kazimierz Iwanicki, 63, is a frequent caller and likes to sit in the kitchen with Magdalena and put the world to rights. He often calls just as supper is being served, which means he joins the guests for dinner.
- Dr. Stanley Malkowski, 53, has boarded here for the last four years. He is a native of Poland and provided medical care in Arkham's poorer neighborhoods for no fee. He is quite protective of the Polish community and avoids involving the police where he can (failing to report certain injuries if not in the best interests of his patients)—if the abortions he occasionally performs were to become known, he would face criminal charges. Key skills: First Aid 80%, Medicine 70%, Science (Pharmacy) 45%.

906 WALNUT STREET APARTMENTS

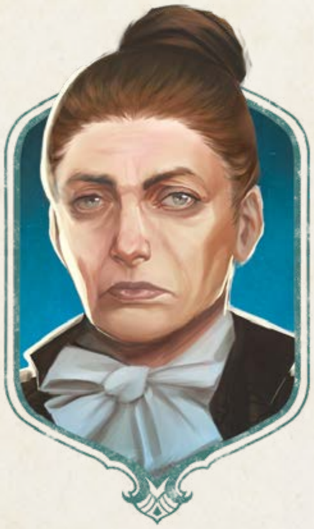
22 Curzon Street

Despite the name, this three-story apartment building actually stands on the small and narrow Curzon Street, which cuts between Walnut and South Peabody Avenue. A large, double door provides access from the front. Apart from a rear fire escape, the only other entrance is via a rear door that leads into the kitchen of the landlady, Marge Hockler.

There are nine apartments in total (eight each on the second and third floors, plus one on the first, in addition to Mrs. Hockler's own). The rooms are well-appointed, having their own bathrooms and a small kitchen area. They cost $14 per month to rent.

Notable Folk

- Marge Hockler, age 46, is the landlady; a large woman who likes the tenants to be quiet and undemanding.
- "Sticky" Jack Fulton, 31, lives on the third floor and is a cat burglar—he comes to a very sticky end as described in the scenario "Missed Dues" in the *Call of Cthulhu: Keeper Screen Pack.*



Marge Hockler

907 TARAN HALL

434 S Peabody Street

A public banqueting hall available for rent for $10 a day or $15 with chairs and tables provided. Able to seat up to 250 people, the hall frequently hosts family occasions like weddings and wakes, as well as social groups and clubs. Bookings occur on-site via the manager's office which is open between 9:00 am to 4:00 pm, Monday to Friday.

Notable Folk

- Daniel Otis, 45, is the neurotic manager.

908 OUR LADY OF THE SACRED HEART CHURCH

554 S French Hill Street

A Catholic church established in 1891 and catering mostly to the local Italian and Portuguese communities. Previously, the building was a Unitarian meeting place, but now they lease it to the Catholic Church for a nominal sum.

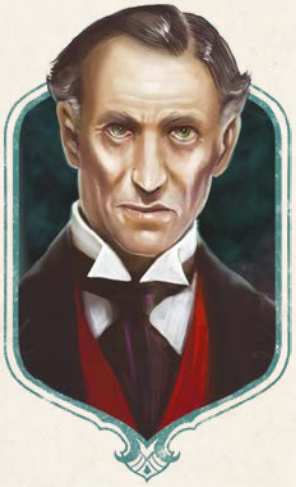
Notable Folk

- Father Anthony Morency, 54, is an energetic fellow and presides over the congregation.

Strangeness

Recently, church officials have begun seeking permission to seal over a portion of the crypts beneath the structure. Those who have spent time in the catacomb have reported feeling unwell (nauseous and dizzy) or else have heard strange "burrowing" sounds, they say, coming from the south wall. It is uncertain whether the diocese will grant permission; possibly, further investigation could help ascertain just what is going on down there.

909 ELEAZAR'S FUNERAL HOME



Jaspar Eleazar

549 S French Hill Street

Providing a respectful and dedicated service for the bereaved, this funeral home offers a range of services, including cremation. The fees here are usually higher than at other establishments in Arkham, although the funeral home does not possess the prestige associated with **Mehler's Funeral Parlor** (704) or the **Whitechapel Mortuary** (608).

The premises offer a reception area, one chapel of rest, an office with small meeting room, plus preparation, storage, and furnace areas in the basement. The Eleazar family live on the second floor.

Notable Folk

- Jaspar Eleazar, 58, is the unscrupulous owner who overcharges whenever he can. For a special price, he is content to overlook certain oddities about corpses, and (for a substantial fee) will embalm corpses lacking death certificates, no questions asked.
- Enid Eleazar, 56, is Jaspar's equally unscrupulous wife and business partner.

Strangeness

An old rumor suggests Jaspar Eleazar once (and perhaps still does) sold pauper corpses to the university and wealthy medical students for dissection.

910 EYE OF AMARA SOCIETY

131 E Saltonstall Street

This small and openly occult society operates from this Georgian mansion house. The building is the Society's meeting place (lodge hall) and contains its library. At present, there are around 20 members, who are mostly eccentric types: writers, artists, and other outlandish sorts who crave to harness the magics that they intuitively believe exist, or else are dilettantes from Arkham's tiny bohemian fringe. The group pays lip service to Christian theology and spends most of its time exploring magical and psychic energies, although the vast majority do little more than chat over non-alcoholic drinks. While most of the members believe strongly that magic exists, very few have ever tried to cast a spell or perform a ritual. The society holds meetings once a month, and the bylaws require members to attend at least ten meetings per year. Those failing to meet the attendance requirement are thrown out—although a sizable contribution of money usually enables the wayward person to avoid expulsion.

While members may access the building at all hours of the day and night, only the Exalted Master of the Eye, Jason Gaspard, actually lives on-site in a private suite of rooms. A small team of waiters, cooks, and cleaners—employed for their ability to keep a secret and be discreet—keeps the place clean and attends to the members.

Notable Folk

- Jason Gaspard, 44, is the "Exalted Master of the Eye" and serves as the society's leader, although he swears fealty to a Secret Master (a fact known by the members). He lives and works full-time for the society.
- Prof. Alex Warden, 41, of the **School of Natural Sciences** (612-A) is a member.
- Dr. Damion Peacock, 52, of MU's **Department of Religion** (614-G) is a member.
- Hagan Wilson, 32, an artist living in the **Tenement** (914) is a member.
- Edwin White Perkins III, 32, a wealthy dilettante living at the **Hotel Miskatonic** (634) and who is secretly a member of the **Arkham Coven** (page 51) is a member.

Membership

Membership is by invitation only and costs $30, plus an annual fee of $25; all genders may apply. Members must attend a minimum of ten of the monthly meetings (some held on nights such as Hallowmas and May Eve), and a member can be expelled at any time by majority vote. The organization keeps the identities of members a closely guarded secret, and membership in other mystical or secret societies, such as the Freemasons, is strictly forbidden.

Initiation

Finding a sponsor is not particularly difficult. Hopeful petitioners can usually wait outside the lodge hall and approach members as they leave. A successful Occult, Charm, or Persuade roll is usually enough to win a recommendation at the Keeper's discretion. The sponsor takes those who express a willingness to join the lodge to meet with the Exalted Master of the Eye, Jason Gaspard, who asks the "worthy aspirant" a few questions to determine the depth of their knowledge of the occult. Assuming the conversation goes well, Gaspard offers the aspirant a short lecture on the Society's principles of secrecy and scholarship. He turns away those with an Occult skill of less than 20% (or a Cthulhu Mythos skill of less than 5%), while he gives those able to demonstrate sufficient occult knowledge (Occult 20%+ or Cthulhu Mythos 5%+) a small test, typically a riddle to solve (no roll required, as their skill level indicates ability to solve the riddle). He tells successful aspirants to come back in a week's time, if they are still willing to seek initiation.

At the second meeting, Gaspard details the Society's dues and membership requirements. Gaspard now requests payment of the $30 joining fee, and then invites the person to the following month's meeting for their full initiation.

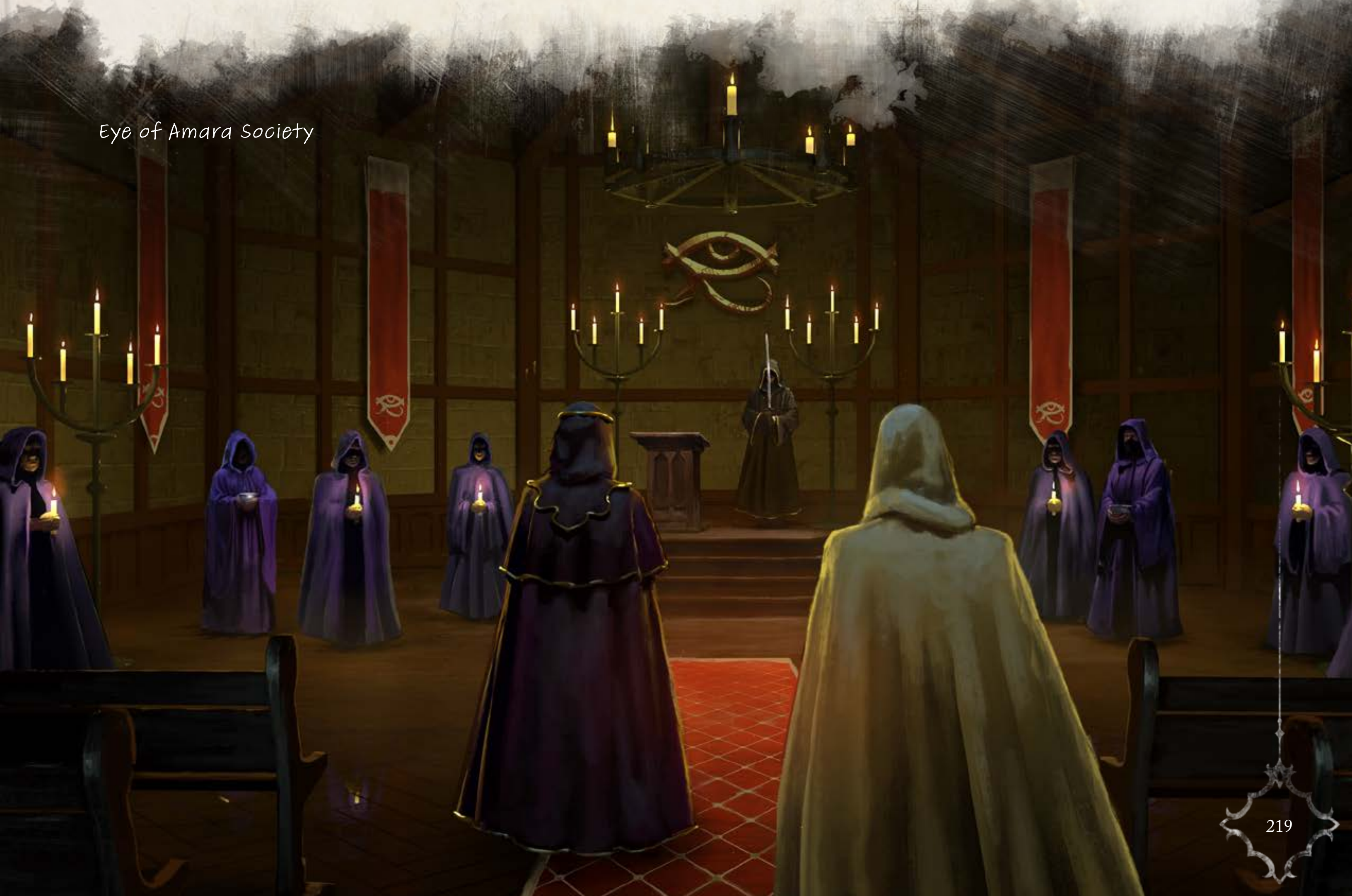
At the next meeting, the sponsor leads the would-be initiate into the house and gives them white robes to wear. Two members escort them into the parlor where Gaspard waits, dressed in ornately decorated purple robes. The Exalted Master of the Eye then ritually anoints the initiate before taking them into the presence of the Secret Master. Gaspard opens the doors to the main hall, where the initiate sees the hooded and cowled Secret Master standing on a small dais, holding a sword aloft in one hand and a wand in the other. The rest of the membership stands silently along the walls, wearing hooded robes and carrying candles. The Secret Master lifts their arms and delivers (in a male voice) a short invocation. He then intones the names of the four archangels (Michael, Gabriel, Raphael, and Uriel), and proceeds with a short ritual to dedicate the initiate to the Society's service.

The Secret Master concludes the ritual by giving the initiate a small, brass medallion embossed with a stylized Eye of Horus, symbolizing that they are now a full member of the Eye of Amara, with full access to the Society's library and resources. The Secret Master then gives a short lecture about the Eye and its traditions of secrecy (very similar to what Gaspard outlined in the second meeting). The Secret Master exhorts the initiate to dedicate themselves to the Eye's principles: spiritual enlightenment, the quest for inner knowledge, and the discovery of life's cosmic principles. Afterward, he leads the new member upstairs for a regular meeting.

Benefits

Members have access to the Society's occult library, which includes a range of occult, alchemical, and other works. For every year of membership, an investigator may increase their Occult skill by +1D10+1 percentiles to a maximum of 60%. At the Keeper's discretion, an investigator may forego the increase to Occult and instead gain +1D10 percentiles in one of the following skills:

- Dream Lore—to a maximum of 30%.
- Lore (Vampires, Werewolves, or another mythological creature or subject agreed upon with the Keeper)—to a maximum of 40%.



Eye of Amara Society

In addition, members have access to the skills and knowledge of the other members, which may prove useful when investigating or combating supernatural forces. Such details are left to the Keeper to develop in line with their campaign—see **Eye of Amara as an Investigator Organization** box, nearby.

The Library of the Eye

The library contains whatever books or references the Keeper wishes, although one should note that there are few (if any) Mythos tomes to be found here—although that could change if the investigators use it to store books they find while on their adventures. Suggested books held in the library are as follows:

- *Alchemists Through the Ages* by A. E. Waite; English, 1888 (Occult +4 percentiles).
- *Isis Unveiled* by Helena Petrovna Blavatsky; English, 1877 (Occult +6 percentiles).
- *Der Hexenhammer* (a.k.a. *Malleus Maleficarum*) by Sprenger and Kramer; German, 1906 (Occult +3 percentiles).
- *The Alchemical Writings of Edward Kelly* by A. E. Waite; English, 1893 (Occult +7 percentiles).
- *The Book of the Sacred Magic of Abra-Melin the Mage*; English, trans. Samuel MacGregor Mathers, 1897 (Occult +3 percentiles).
- *The Golden Bough* by Sir George Frazer; English, 12 volumes, 1915 (Occult +5 percentiles).
- *The History of Magic* by Éliphas Lévi; English, trans. A. E. Waite, 1913 (Occult +7 percentiles).
- *The Key of Solomon*; Latin, 17th century (Occult +5 percentiles).
- *The Lesser Key of Solomon*; ed. Aleister Crowley, English, 1904 (Occult +4 percentiles).
- *The Magus* by Francis Barrett; English, 1801 (Occult +7 percentiles).
- *Genuine Thaumaturgy*, Alexander Bone, 1863 (Occult +6 percentiles)
- *The Secret Doctrine* by Helena Petrovna Blavatsky; English, three volumes, 1888 (Occult +5 percentiles).
- *The Witch-Cult in Western Europe* by Margaret Murray; English, 1921 (Occult +1 percentile).

As appropriate, a possible Mythos tome held in the library is:

- *True Magick* by Theophilus Wenn; English, 17th century (KR 234*).

* KR page references refer to the *Call of Cthulhu: Keeper Rulebook*.

Strangeness: Secrets of the Eye

After attending meetings of the Eye for at least six months, investigators who keep their eyes and ears open may learn the following things—each is presented as a possible scenario hook for the Keeper to develop.

Gaspard's Great Work

Jason Gaspard is working on a new text, drawing on his research at the Orne Library and inspiration from his dreams. It is a work in progress, comprising around 100 loose, typewritten pages of varying quality in terms of its contents. How useful or what it contains of value is left to the Keeper's determination. One possibility is that Gaspard's dream inspiration is actually stemming from an unconscious connection to an (as yet) unidentified Mythos entity; what the entity wants and what it is "inspiring" in Gaspard is anyone's guess.

Who is the Secret Master?

The Secret Master and founder of the Eye of Amara is none other than Dr. Damion Peacock of the **Department of Religion** (614-G) at MU. Peacock founded the society to explore the esoteric sides of Christianity and spirituality but has lost much of the zeal of his younger days. His interests have changed of late, leaving him only marginally active in the affairs of the group, with the day-to-day running left to Gaspard. What is consuming Peacock's time and attention? Is he delving too deep into Mythos tomes, attempting to learn troublesome spells, or has some weird artifact (literally) possessed him?

The Eye of Amara and the Mythos

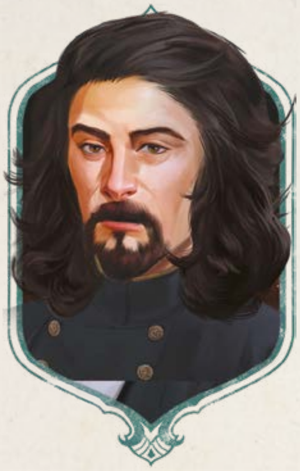
Intriguingly, Gaspard has absorbed Mythos knowledge but has never learned a single spell. The Exalted Master of the Eye is keen to learn more and, should the investigators mention such matters, he will seek to discover what they know (including desiring to read over any tomes they may possess). Refusing to impart their knowledge to Gaspard is liable to anger the Master, putting the investigators on his bad side. Publicly, he denounces the idea that magic might have a source other than God Almighty, although whether this is in fact a front to obfuscate his growing interest in the Mythos is for the Keeper to decide.

In comparison, Dr. Peacock accepts and views the pagan "Earth Mother" as an aspect of the Creator, which means he may be open to exploring the implications of the worship of Shub-Niggurath, although any talk of horrific sea-deities or labyrinth-dwelling worms who grant unholy powers results in a stern lecture on divine omnipotence.

As for the other members, they are blissfully unaware of the Mythos and are potentially allies or opponents for the investigators. In theory, the average member is likely to be alternately scandalized or titillated when presented with the idea of the Mythos.

EYE OF AMARA AS AN INVESTIGATOR ORGANIZATION

The Eye of Amara is an excellent mechanism for bringing in replacement investigators, as well as a repository of wisdom. Thus, the Eye can serve as an investigator organization, given the interests of its members, situation, and library resources. While not presented as particularly active in terms of combating the Mythos, such things are easily changed to focus some or all its membership as a collection of folks who are partially aware of the Mythos, and who work together to discover its secrets and fend off its dark machinations. While all the members are, on the face of it, working together, this does not rule out the potential for rivalry, misunderstanding, and outright animosity.



Jason Gaspard

Occultist, age 52

STR	65	**APP**	65
CON	70	**POW**	80
SIZ	75	**EDU**	75
DEX	70	**SAN**	51
INT	85		

HP	14
DB	+1D4
Build	1
Move	5
MP	16

- **Description:** tall and thin, with long, black hair and a goatee beard, and intense eyes. He wears a double-breasted tunic, buttoned up to the collar.
- **Traits:** willful, charismatic, and secretive.

Skills

Anthropology 25%, Archaeology 15%, Credit Rating 59%, Cthulhu Mythos 26%, Fast Talk 45%, History 40%, Intimidate 55%, Library Use 45%, Listen 35%, Navigate (Arkham) 25%, Occult 75%, Persuade 60%, Psychology 60%, Science (Astronomy) 45%, Science (Chemistry) 15%, Science (Pharmacy) 15%, Sleight of Hand 30%, Spot Hidden 55%.

Languages

English 75%, French 80%, Greek 10%, Latin 60%.

COMBAT	%	*DAMAGE*
Brawl	25% (12/5)	1D3+1D4 or stiletto 1D4+2+1D4
Fencing foil	55% (27/11)	1D6+1D4
Dodge	40% (20/8)	

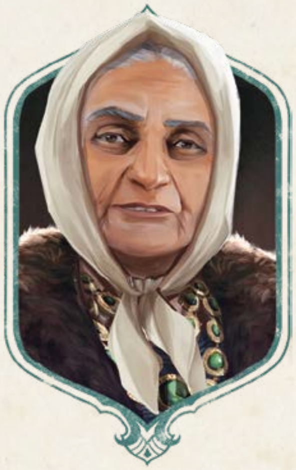
911 SIMPSON APARTMENTS

648 Walnut Street

Small and drafty apartments are available to rent for $30 per month in this four-story building. The walls are thin, and the corridors and stairwells are in need of repair—despite the residents calls to address this, the owners have yet to make any real effort to clean up the place. The rooms consist of a bedroom and lounge-kitchen. Bathrooms are communal, with two on each floor, although the fourth story apartments have their own private bathroom facilities. There are 28 apartments in total, with the majority rented out to semi-permanent residents.

Notable Folk

- Arthur Pullen, 38, is the building's superintendent and lives on the first floor; he rarely emerges and spends most of his time in his apartment in an alcoholic daze.
- Madame Dulagi, 72, lives on the second floor and is an astrologer; for $1 she can cast your horoscope.
- Harold Beemis, 39, lives on the third floor and is secretly a member of the **Arkham Coven** (page 51 see also **B&M Train Station**, 134).
- Annette Barker, 24, lives on the second floor and is the singer and piano player in the **River-Town Five** (page 222); see also **Arkham Printing** (508).
- Theophilos Pickney, 24, lives on the second floor and plays clarinet and tenor saxophone in the **River-Town Five** (page 222); see also **G. Schmidt, Glazier** (514).



Madame Dulagi

Astrologer, age 72

STR	25	**APP**	40
CON	50	**POW**	85
SIZ	35	**EDU**	30
DEX	35	**SAN**	79
INT	75		

HP	8
DB	-2
Build	-2
Move	4
MP	17

- **Description:** a tiny woman of mixed Polish-Indian heritage, shorter than 5 feet (1.5 m) tall, with heavily wrinkled skin and piercing eyes; she perpetually wears a headscarf and two neck chains of strange design.
- **Traits:** shambling and slow-moving, she has a deep laugh and tends to make strange gestures with her hands when talking.

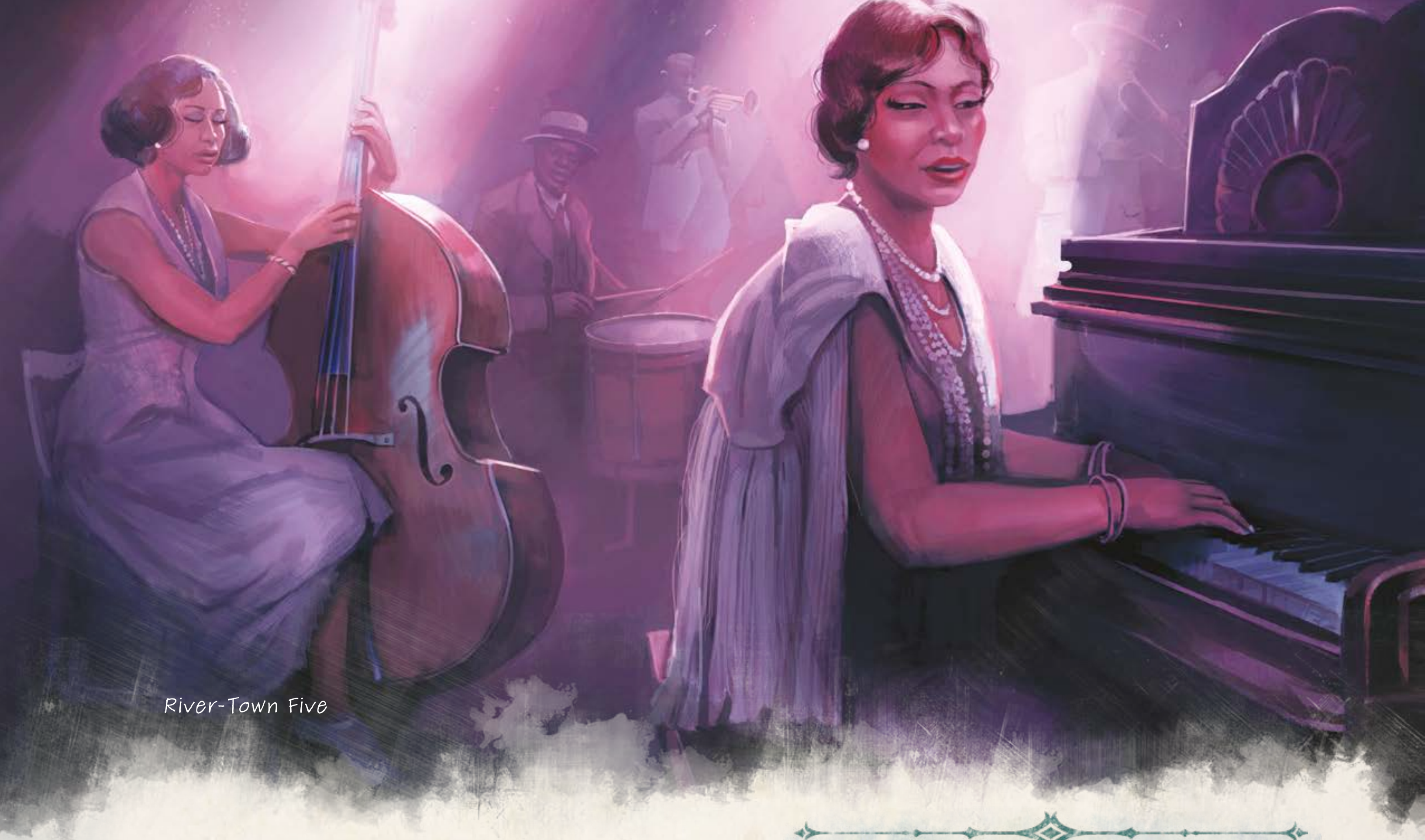
Skills

Credit Rating 12%, First Aid 70%, History 55%, Intimidate 65%, Listen 60%, Lore (Astrology) 80%, Make Weird Hand Gestures 90%, Navigate (Arkham) 20%, Occult 55%, Persuade 35%, Psychology 70%, Sleight of Hand 50%, Spot Hidden 35%, Stealth 60%.

Languages

English 40%, Gujarati 50%, Polish 60%.

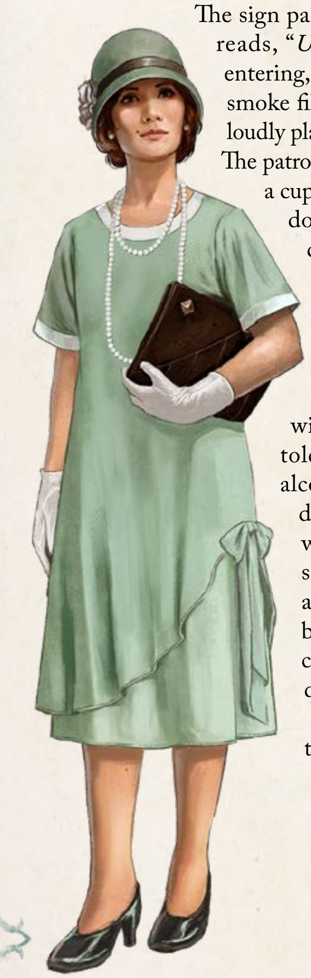
COMBAT	%	*DAMAGE*
Brawl	25% (12/5)	1D3-2
Dodge	17% (8/3)	



River-Town Five

912 ITALIAN CLUB, THE

620 S French Hill Street



The sign painted on the front window of this café reads, "*Unione Italiano*" (Italian Union). On entering, the smell of strong coffee and cigarette smoke fills the air, as well as the sounds of men loudly playing card games of *Briscola* and *Tressette*. The patrons don't mind non-Italians coming in for a cup of coffee, just as long as the newcomers don't sit in the "regulars" booths—if you don't take the hint, expect four large Italian men to stand at the foot of your booth and stare motionlessly at you until you beg their pardon and move to another table.

While the management serves wine to regular patrons, newcomers are told that the establishment does not sell alcohol (even when there's clearly people drinking wine in view). Any strangers who spend "too long" here will raise suspicions of being police, federal agents, or some other troublesome bunch. Thus, the general level of conversation dies down and the patrons quickly find reasons to leave.

Open 8:00 am to 7:00 pm, Monday to Saturday.

RIVER-TOWN FIVE

The River-Town Five is an African-American jazz band and are regular performers at the **Commercial House** (133) on West Armitage Street. Despite their name, the band's members live in the Lower Southside, although they all work in the River-Town neighborhood. The band came together two years ago and have been building a small following of excited jazz enthusiasts. While they predominantly play gigs in Arkham, they have just started to get work a little farther afield.

Options

The River-Town Five can serve as potentially friendly allies or could be the basis for a group of investigators based in Arkham who get to travel around the Miskatonic Valley, and who encounter and have to deal with the various machinations of the Mythos. There are no profiles provided, allowing the Keeper (or players) to design characters to their liking.

- Annette Barker, 24, singer and piano player; see **Arkham Printing** (508).
- Dorothy Barnhill, 27, double bass; see **Brother's Shoe Factory** (513).
- Theophilos Pickney, 24, clarinet and tenor saxophone; see **G. Schmidt, Glazier** (514).
- Lysander Wisher, 26, drums; see **Arkham Printing** (508).
- Jonah Randol, 31, trumpet and trombone; see **G. Schmidt, Glazier** (514).

What's Going On?

The café is the base of operations for what's left of Joe Potrello's criminal enterprise. He drinks coffee and wine while plotting impossible revenges against Danny O'Bannion and his gang (**Lucky Clover Cartage Co.**, 412). From here, he runs numbers and race-betting operations and deals in stolen items (though not items stolen from Italians), which select patrons may purchase here. Rumor has it that Potrello must now funnel a significant share of his profits to O'Bannion.

Notable Folk

- Virgilio "Big Red" Scavo, 49, is the manager; a portly fellow with a stare that could kill.
- Isabetta Scavo, 46, is Virgilio's wife who does all the cooking while her husband chats and serves coffee.
- Giuseppe "Joe" Potrello, 42, the former criminal "boss" of Arkham.
- Lou Benito, 29, Potrello's henchman and bodyguard.

ARKHAM
FIRST BANK

ROYCE MERRIAM
President

W.D. JOHNSON
Vice-President

Money is always available
at this bank for sound loans.

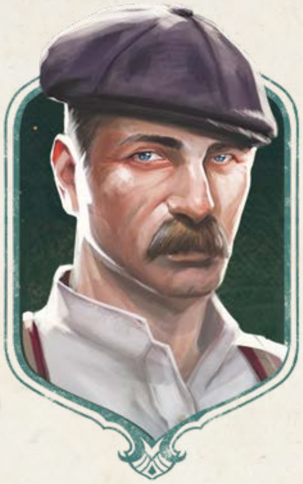
Savings
Checking
Underwriting

Safe
Deposit
Boxes

150

FIRST NATIONAL STORES
CORNER of N. GARRISON and E. HIGH LANE
Save by Buying at FINAST and Go Home Happy
Look at These Prices—WHY PAY MORE?

SMOKED SHOULDERS Just out of Smoke House 6 lbs. up Lb. 15c
FANCY DUNWICH STEER BEEF
TOP ROUND STEAK Lb. 45c
CHUCK ROAST Lb. 18c
FANCY RIB ROAST FIRST CUTS Lb. 30c
CORNED BEEF Mild Steer Stickers ....lb. 12c
Cured Fancy Brisket, lb. 20c & 28c
PORK TONGUES Very Fine Trimmed Short Lb. 28c
EGGS Selected Fresh 5 doz. for $1.65 Doz. 35c
BUTTER Golden Gate Creamery 5 lb. lots $2.00 Lb. 42c
MILD WHITE STORE CHEESE Each 1.73
Aunt Lucy's Fish Cakes Light and Flaky Try them Sunday morn with Beans Doz. 25c
Baked Beans Better Than Canned — Save Your Coal For Saturday Lb. 9c
Plum Brown Bread Ready at 1 P. M. Everybody Likes It Large 15c Small 8c
M. & J. COFFEE True Flavor Strictly Pure A Real Drink Lb. 32c
Granulated Sugar 7c
Sweet Wrinkled Peas, new pack, tender .... 2 cans, 25c
Tomatoes, red ripe, 1922 pack, No. 2 .... Can 10c
Welch Grape Juice .... Pts. 25c
Yellow Corn Meal .... 5 lbs. 14c
Danish Pride Milk .... Can 9c
Red Raspberries, 1922 pack, ... Can 30c
Finast Tomato Catsup, finest quality .... 18-oz. bottle 22c



Giuseppe "Joe" Potrello

Diminished Gangster, age 34

STR	75	**APP**	65
CON	60	**POW**	75
SIZ	70	**EDU**	45
DEX	60	**SAN**	61
INT	75		

HP	13
DB	+1D4
Build	1
Move	7
MP	15

Potrello is a sorry sight these days. His power evaporated, his influence and bootlegging operation are gone, and he has one loyal henchman left. Not even the Italian youth gang, the Rocks (**Southside Gym**, 717), respects him anymore. He knows the O'Bannion mob has him marked for death. He also knows that police are on O'Bannion's payroll and so fears that they might set him up (not true, Arkham's police are not yet *that* corrupt).

Potrello came to the US in 1900 at the age of 12, sent here by his widower father to live with relatives in Arkham. He grew up in Arkham's poorest Italian community, working in mills here and in nearby Bolton. By age 18, he led a handful of toughs specializing in muggings and shopkeeper extortion. Dismissed from the Army after a few weeks (he joined just before the signing of the armistice), Potrello established an ingenious illegal numbers game modeled on rackets popular in New York City. The game turned a tidy profit and, when Prohibition arrived, Potrello had the capital and contacts to locally distribute profitable booze from overseas. Despite "owning" the town, he did not see O'Bannion coming and in the blink of an eye, he lost Arkham.

- **Description:** dressed in common working-class clothes, he possesses a rather splendid mustache and is thin of frame.
- **Traits:** a modest man, cool and shrewd, he plays the long game and could, if fortune favors him, one day end up elected to the Town Council. To those who have wronged him, he is a stern opponent and merciless.

Skills

Accounting 15%, Appraise 45%, Charm 70%, Credit Rating 60%, Drive Auto 45%, Fast Talk 60%, Intimidate 50%, Listen 55%, Navigate (Arkham) 40%, Plot Revenge 90%, Psychology 55%, Spot Hidden 80%, Stealth 45%, Throw 50%.

Languages

English 40%, Italian 45%, Polish 10%.

COMBAT	%	*DAMAGE*
Brawl	85% (42/17)	1D3+1D4 or stiletto 1D4+2+1D4
.38 revolver	75% (37/15)	1D10
Dodge	45% (22/9)	

Lou Benito

Henchman/Bodyguard, age 29

- **Description:** clean-shaven, with a thin, angular face and brooding eyes, he wears a relatively smart, pinstripe suit and fedora.
- **Traits:** eager to please his boss, prone to anger quickly, and sometimes a little rash.

STR	70	APP	60
CON	70	POW	55
SIZ	70	EDU	40
DEX	75	SAN	46
INT	60		

HP	14
DB	+1D4
Build	1
Move	8
MP	11

Skills

Appraise 20%, Charm 30%, Credit Rating 36%, Drive Auto 50%, Fast Talk 45%, Intimidate 40%, Listen 35%, Navigate (Arkham) 50%, Psychology 35%, Say Yes To Potrello 90%, Spot Hidden 45%, Stealth 60%, Throw 40%.

Languages

English 40%, Italian 40%.

COMBAT

	%	DAMAGE
Brawl	75% (37/15)	1D3+1D4 or stiletto 1D4+2+1D4
.45 revolver	75% (37/15)	1D10+2
Dodge	40% (20/8)	

913 ANTON'S RESTAURANT

689 S Powder Mill Street

Possibly serving the best Italian food in Arkham, this modest eatery is clean and usually full. Supper costs 50–65 cents. The clientele often includes members of Danny O'Bannion's gang (**Lucky Clover Cartage Co.**, 412), as well as a brooding Joe Potrello (**The Italian Club**, 912). Open 6:00 pm to midnight, Tuesday to Saturday.

Notable Folk

- Anton Del Papa, 34, is the gracious and passionate head chef and co-owner.
- Camilla Del Papa, 36, is Anton's wife and co-owner; a formidable woman whose word is law.
- Joe Potrello, 42, (**The Italian Club**, 912) is a frequent customer who never has to pay the bill.
- Bobby Sills, 29, (**Lucky Clover Cartage Co.**, 412) likes to eat here to keep an eye on Potrello.

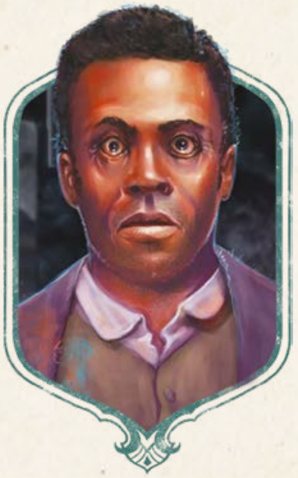
914 TENEMENT

615 S French Hill Street

By no means the only tenement on the block, this 19th century three-decker house has undergone conversion to double the number of apartments it contains, each available for just $14 a month. This cramped building is dirty, noisy, and the water and heat are unreliable. Windows are drafty and the walls thin, so crying babies, fistfights outside, and children running up and down the halls are perfectly audible most hours of the day and night. Tenants include the down-at-the-heels, petty criminals, sex workers, and those who do not want to be found.

Notable Folk

- Hagan Wilson, 32, is a struggling artist who lives on the fourth floor; he is currently a member of the **Eye of Amara Society** (910), although approaching expulsion for not paying his dues.
- Mona Reed, 28, is a sex worker who lives on the third floor. She has saved up her money and plans to use it to buy an apartment.
- Keith Shroute, 19, is a sex worker who ran away from home and now lives on the third floor. He aims to make enough money to escape from Arkham and go to the West Coast.
- Teddy "Jelly Eyes" Billings, 35, is a burglar and small-time crook who lives on the second floor.



Hagan Wilson

Unhinged Artist, age 32

STR	55	APP	55
CON	35	POW	70
SIZ	60	EDU	65
DEX	75	SAN	48*
INT	85		

HP	9
DB	0
Build	0
Move	8
MP	14

**Wilson's Sanity continues to drain away each passing month.*

Hagan Wilson lives above one of the vacant third-floor apartments. A couple of years ago, he seemed destined for fame and had several art shows in Boston and New York City; however, around that time, he became obsessed with reading "horror fiction," which in turn led him to read certain books in the **Orne Library** (623). Wilson's paintings have subsequently taken on a darker and more foreboding tone, perhaps instigated by his strange nightmarish dreams. He has become reclusive and, when he does venture out, hints to friends that he is painting in a new style but has so far refused to show anyone his new works.

Look to the Future

Wilson continues to experience a series of shocking dreams (perhaps amplified by the rise of R'lyeh from the ocean at that time). The dreams push him over the edge, and he is committed to the **Pickering Psychopathic Hospital** (201). Upon his release, he proceeds to burn his collection of pulp magazines, notes taken from his research, and his paintings. Despite this purge, he cannot shake the psychic impressions left in his mind by the dreams of Cthulhu, and he returns to painting nightmarish canvases—his subconscious mind given terrible and unspeakable form. He foregoes sleep and food and wastes away, planning to hold an exhibition of his new art. And, unless someone can stop him, who knows what the outcome will be?

- **Description:** usually a clean-shaven and well-dressed fellow, he now often sports at least a day's growth of beard, and his clothes are messy and paint stained.
- **Traits:** wild-eyed, a pained expression, and secretive.

Skills

Art/Craft (Painting) 90%, Credit Rating 11%, Cthulhu Mythos 4%*, Fast Talk 60%, Listen 40%, Navigate (Arkham) 35%, Occult 15%, Psychology 30%, Spot Hidden 55%, Stealth 70%, Throw 45%.

**Cthulhu Mythos rises by +6 each year.*

COMBAT	%	DAMAGE
Brawl	30% (15/6)	1D3
Dodge	37% (18/7)	

915 MORNINGSIDE FUNERAL PARLOR

503 S Sentinel Street

This funeral parlor is in an archaic-looking, peak-roofed, two-story building. The front of the building sports a rudimentary garden consisting of weeping willow and various bushes, along with a somewhat disconcerting display of headstones.

Morningside provides funeral services, including cremation, at a somewhat lower costs that most other funeral homes in Arkham. Beyond the first-floor reception area is a viewing chapel with seating, a lounge-cum-meeting room, and office that contains a door leading to two adjoining embalming rooms. The second floor contains a display room of different styles of coffins, a storage room containing funerary chemicals and equipment, and the private bedrooms and lounge of the owner, Casey Grescht, and his employee, Brady Whitcombe.

Notable Folk

- Casey Grescht, 44, is the sweaty funeral director and a mortician. He is close friends with **William Danvers Johnson** (page 53), vice-president of the **Arkham First Bank** (214).
- Brady Whitcombe, 22, is underpaid and overworked and carries items to and fro at Grescht's bidding. He is an ugly and distasteful chap, who served two years in jail for vandalism and petty larceny while a teenager.

Look to the Future

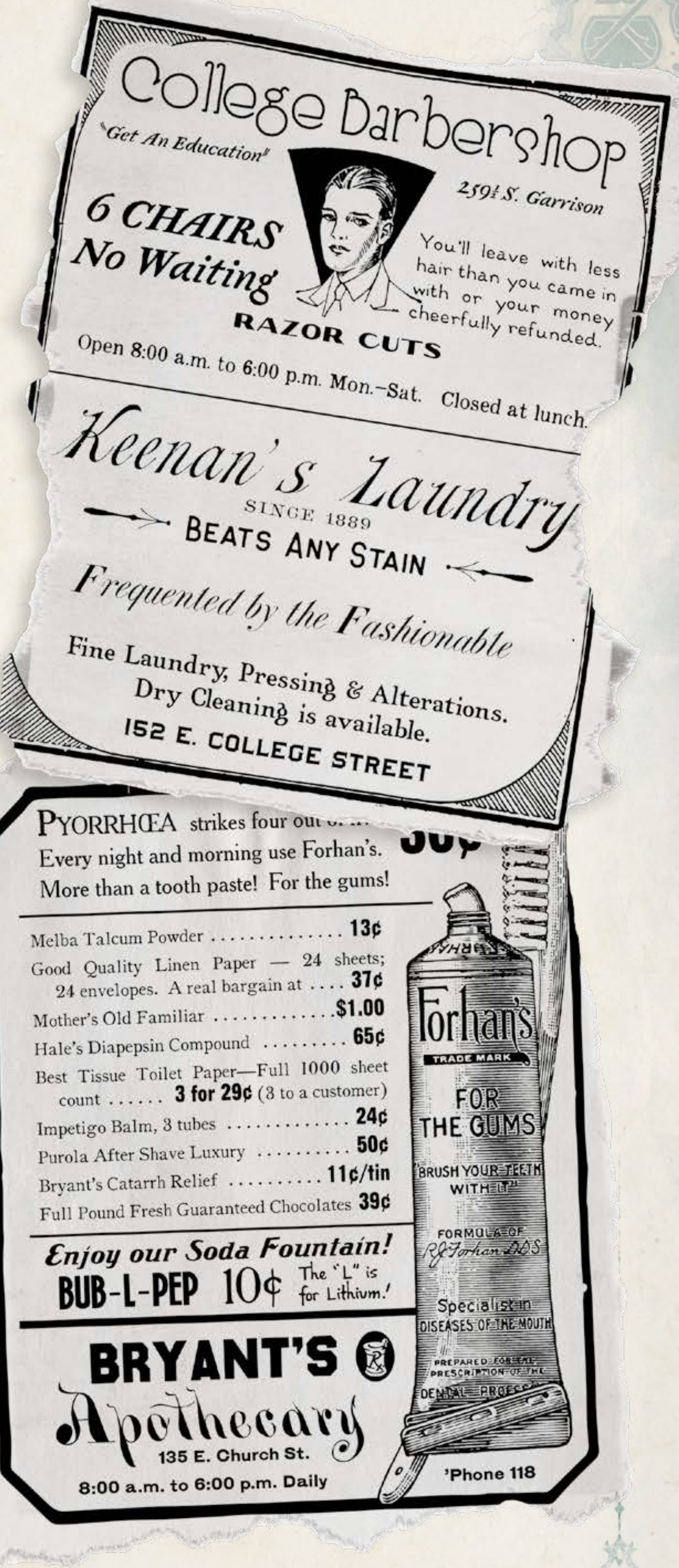
By 1928, Grescht is an associate of the **Arkham Coven** (page 51), and he is next in line to enter the inner circle of 13 members. One possible and grisly outcome for Grescht is detailed in the scenario "Dark Rivals" (originally published by Chaosium in *Dead Reckonings*).

916 PINTER'S VETERINARY PRACTICE

184 E Saltonstall Street

A veterinary practice operating out of the home of "Doc" Pinter. Many in Arkham consider Pinter the best vet in town, with an exceptional knowledge of both pet and farm livestock conditions. He is reasonably priced, occasionally providing his services for free to those less fortunate. The practice's normal hours are 9:00 am to 5:00 pm, Monday to Friday, although Pinter does tend to work half days on Saturdays, traveling out to farms to attend to livestock. In emergencies, he is happy to open up or visit a home if necessary.

The first floor of the house contains an examination room, treatment room, and a study. Customers can wait in the hallway where a few chairs are available. Pinter's kitchen is at the rear, and his bedroom and other private rooms are on the second floor.



College Barbershop

"Get An Education"

259½ S. Garrison

6 CHAIRS
No Waiting

You'll leave with less hair than you came in with or your money cheerfully refunded.

RAZOR CUTS

Open 8:00 a.m. to 6:00 p.m. Mon.–Sat. Closed at lunch.

Keenan's Laundry

SINCE 1889

BEATS ANY STAIN

Frequented by the Fashionable

Fine Laundry, Pressing & Alterations.
Dry Cleaning is available.

152 E. COLLEGE STREET

PYORRHŒA strikes four out ...
Every night and morning use Forhan's.
More than a tooth paste! For the gums!

Melba Talcum Powder	13¢
Good Quality Linen Paper — 24 sheets; 24 envelopes. A real bargain at	37¢
Mother's Old Familiar	$1.00
Hale's Diapepsin Compound	65¢
Best Tissue Toilet Paper—Full 1000 sheet count	3 for 29¢ (3 to a customer)
Impetigo Balm, 3 tubes	24¢
Purola After Shave Luxury	50¢
Bryant's Catarrh Relief	11¢/tin
Full Pound Fresh Guaranteed Chocolates	39¢

Enjoy our Soda Fountain!
BUB-L-PEP 10¢ The "L" is for Lithium!

BRYANT'S
Apothecary
135 E. Church St.
8:00 a.m. to 6:00 p.m. Daily
'Phone 118

Forhan's
TRADE MARK
FOR THE GUMS
BRUSH YOUR TEETH WITH IT
FORMULA OF R.J. Forhan D.D.S.
Specialist in DISEASES OF THE MOUTH
PREPARED FOR THE PRESCRIPTION OF THE DENTAL PROFESS

Notable Folk

- William "Doc" Pinter, 69, an aging yet seemingly tireless and goodhearted fellow. Key skills: Charm 80%, First Aid (Animals) 90%, Medicine (Animals) 80%, Medicine (Humans) 45%.

917 SALT'S DINER

207 E. Saltonstall Street

More or less opposite the **Simpson Apartments** (911), this diner provides breakfast and lunchtime services, although it stays open later on Fridays and Saturdays. Their cornmeal mush with steamed figs and the codfish balls in tomato sauce are popular breakfast items for workers wanting a hearty meal to set themselves up for the day ahead. Open 6:30 am to 1:30 pm, Monday to Saturday, with hours extended to 7:00 pm on Fridays and Saturdays.

Notable Folk

- Waldo Salt, 35, is the nervous cook and co-owner.
- Dorothea Salt, 37, is Waldo's wife and the manager and co-owner; she dislikes students who always go for the cheapest options.
- Elie Ruffin, 19, is an energetic waitress and very popular with the customers.

918 HALSEY PUBLIC SCHOOL

391 E Miskatonic Avenue

Providing elementary education of grades 1–8 (ages 6 to 14) from the first Monday in September till the last Friday of May. The school day lasts six hours, five days a week. Currently, the school provides education for approximately 300+ children.

Notable Folk

- Giles Carrier, 54, is the uptight principal.
- Susannah Wardwell, 36, is a math teacher who is driven to distraction by the smells emanating from her classroom.
- Levi Goffe, 49, is the long-suffering janitor.

Strangeness

The school has long generated rumors of being haunted, although the current and previous principals have done their best to keep a lid on the sort of gossip that could adversely affect the school's reputation. Sometimes, a strange and unexplained mist appears in one of the first-floor classrooms, while awful smells often ruminate around math classroom number 3. In addition, and most problematic, there is a weird, blueish goo that seeps from the walls in the basement and pools on the floor, creating a treacherous and slippery surface for the janitor and those who venture down there. Despite the goo being mopped away, it always seems to return a few weeks or months later.

919 PETRUCCI'S BARBERSHOP

708 S French Hill Street

This barbershop is usually frequented by an Italian-American clientele, including Joe Potrello and his lackeys (**The Italian Club**, 912). Getting a haircut here is easy but getting information out of the customers or tight-lipped owner is another matter.

Notable Folk

- Fabio Petrucci, 59, is the taciturn owner who always lets Joe Potrello know if someone's been asking questions about him.
- Giuseppe "Joe" Potrello, 42, the former criminal "boss" of Arkham.

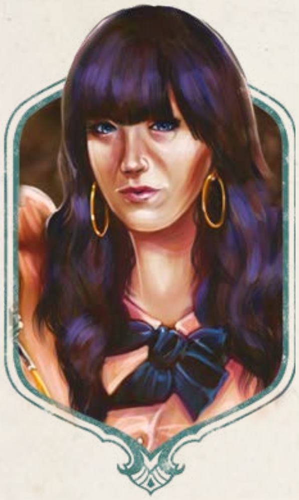
Sycamores

920 SYCAMORES

808 S French Hill Street

Sycamores is apparently a flower shop, providing red roses for romantics and lilies for the bereft. Bouquets made to order. However, below the petals and perfume lies a secret, as Sycamores is also the front for an illegal speakeasy in the basement, serving alcohol to Arkham's thirsty people.

Entrance to the speakeasy is via the rear door, where clients must knock to gain entry and access to the stairwell down to the bar. The establishment is rudimentary and attracts a less well-heeled clientele, with much of Arkham's low-rent gangsters and petty criminals meeting to discuss business here, as well as regular folk seeking a taste of whiskey or wine.



Lexy Romano

Notable Folk

- Lexy Romano, 35, is the sharp and witty bartender and manager who dresses well.

921 CHRISTCHURCH CEMETERY

Silver Brook Street

Christchurch is the newest cemetery in Arkham, with both rich and poor finding burial here. Despite the inevitable reference to **Christchurch Episcopal** (439), these plots are nondenominational. An intimidating 8-foot (2.4 m) high stone wall, topped with fearsome iron spikes, surrounds the cemetery. Entrance is through the main gate only, located on the new Silver Brook Street; this gate is open 7:00 am to 6:00 pm daily. Beyond the gate is a chapel, while the watchman lives nearby in a small cottage on the grounds. At the southern border of the cemetery, on Potter Road, is a locked service gate, beyond which is a receiving vault used to hold the deceased during winter when the ground is frozen.

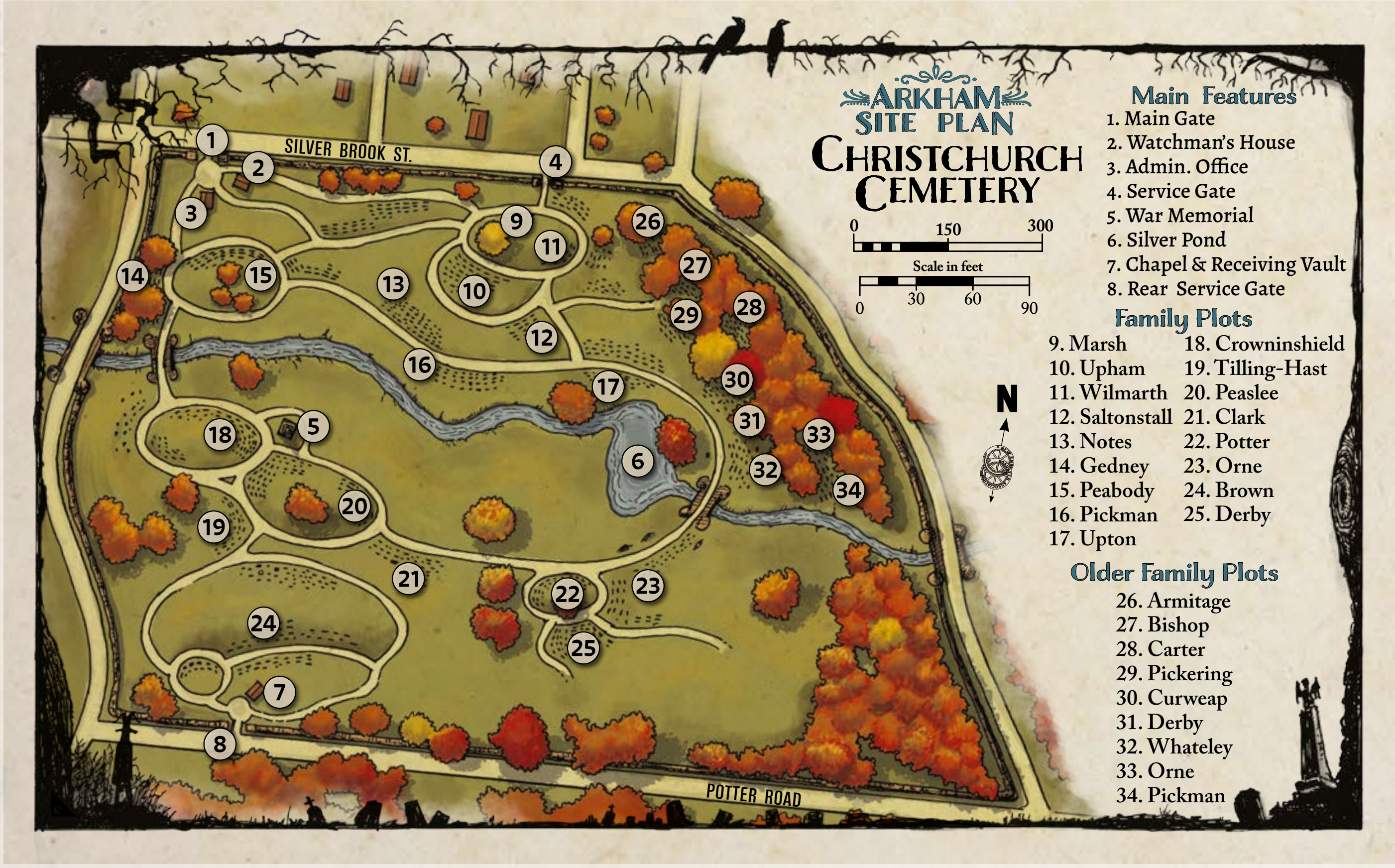
A meandering pathway runs around the cemetery, forming circuitous routes around the plots. Silver Creek runs right through the middle, creating Silver Pond more or less at the dead center of the site. Woods to the east mark the border, beyond which is the southern tip of South French Street. The plots on the eastern edge are the oldest in the graveyard and this area is considered to be the "Old Burial Ground." Numerous families have purchased significant plots (some used, some waiting to be "filled"). Notable names include Marsh, Derby, Pickman, Peaslee, and Tillinghast. Beyond the main entrance stands a Civil War memorial depicting the 23rd Massachusetts Volunteer Regiment and commemorating their sacrifice.

Notable Folk

- Simon Redward, 54, is the unfriendly watchman who lives in the small cottage on the grounds.

Useful

Elements of Chaosium's scenario "Dead of Night" take place in this cemetery.


ARKHAM SITE PLAN
CHRISTCHURCH CEMETERY
0 150 300
Scale in feet
0 30 60 90
N
SILVER BROOK ST.
POTTER ROAD
Main Features
1. Main Gate
2. Watchman's House
3. Admin. Office
4. Service Gate
5. War Memorial
6. Silver Pond
7. Chapel & Receiving Vault
8. Rear Service Gate
Family Plots
9. Marsh
10. Upham
11. Wilmarth
12. Saltonstall
13. Notes
14. Gedney
15. Peabody
16. Pickman
17. Upton
18. Crowninshield
19. Tilling-Hast
20. Peaslee
21. Clark
22. Potter
23. Orne
24. Brown
25. Derby
Older Family Plots
26. Armitage
27. Bishop
28. Carter
29. Pickering
30. Curweap
31. Derby
32. Whateley
33. Orne
34. Pickman
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Environs: The Outskirts

OS100—OS199

> *"West of Arkham the hills rise wild, and there are valleys with deep woods that no axe has ever cut. There are dark narrow glens where the trees slope fantastically, and where thin brooklets trickle without ever having caught the glint of sunlight. On the gentler slopes there are farms, ancient and rocky, with squat, moss-coated cottages brooding eternally over old New England secrets in the lee of great ledges; but these are all vacant now, the wide chimneys crumbling and the shingled sides bulging perilously beneath low gambrel roofs."*
> —H. P. Lovecraft, "The Colour out of Space"

Unlike much of Massachusetts, the outlying areas beyond the town of Arkham remain densely forested woodland, alongside marshes and rolling meadows. The hot summers and cold, snowy winters, combined with plenty of rain, makes for a humid climate. Those taking a walk in the wilderness should take heed of the weather and observe precautions to avoid becoming drenched when the clouds form and rain falls.

The eastern white pine and the red maple are staples of the area and grow abundantly, although one is just as likely to see American elms, northern red oaks, and eastern hemlocks when in the particularly wooded areas to the west of Arkham, such as Ordnam's Woods and Bowen Wood. The outlying land is somewhat hilly with rocky outcrops, although not as hilly as in the west of Massachusetts. Notable elevations include Elm Mountain, Meadow Hill, and Herber's Hill. Runoff from the Miskatonic River forms smaller streams and lends a marshy aspect to nearby ground. Wild turkeys, raccoons, and white-tailed deer are more or less common, with moose and black bears rarely seen.

As the town developed, so too did it extend outward. The Arkham Airfield, Miskatonic University's Athletic Field, the shooting range of the Arkham Gun Club, and Fenner's Roadhouse all lie close by. Dotted between such destinations and the trees are numerous geological places of interest, from the foul-smelling Snake's Den Cave to what was once the Gardner farm and is now simply known as the Blasted Heath. But, as well as these more well-known places, there are numerous uncharted nooks and crannies for an adventurer to discover if they keep their wits about them and eyes sharp for danger.

OS101 ORDNAM'S WOODS

A dark and looming woodland begins to the west of town. Arkham folk rarely venture forth into trees, preferring the land to the north and southeast with its rolling hills and more inviting aspects. Back in the early days of Arkham, a few made the wood their home, building log cabins and attempting to live by hunting rather than farming. Most of these pioneers have long since been forgotten, their cabins now nothing more than woody ruins and overgrown by vegetation, with only John Ordnam remembered, for whom the area is named. Ordnam was perhaps the most successful hunter in the area at this time, often coming to Arkham to trade, and became something of local celebrity when he killed a bear with nothing but his hands (or so the story goes). What became of Ordnam is unknown as, one day, he simply stopped visiting the community. Curious townsfolk later found his cabin burned to the ground with no trace of its owner.

The woodland canopy is dense, letting little sunlight through its knots of branches and leaves. It can be an eerie place, almost deathly quiet except for the occasional bird call or rustle from the undergrowth. Rumor suggests the woods are occasionally used by lower-class crooks on the lam, who hide out there when the heat is on. Most only tend to do this once as the experience is often more unnerving and scarier that simply facing the cops.

OS102 TOWN DUMP

Most of Arkham's trash and garbage end up northwest of Meadow Hill, in a big, excavated pit. An expanse of decay, the dump fills what was once an old sand quarry, its deepest portion now flooded. The quarry ceased operation at the turn of the century, with the land purchased by the town for its current use. Mounds of household refuse now fill the pit, upon which flocks of squawking seagulls claim domain. Steep inclines ring the dump on three sides, and atop the northern rise is a fenced-in enclosure littered with the metallic corpses of a few cars, iceboxes, tires, and other large cast-offs. While the seagulls may rule the air, the rats make their nests amidst the detritus. Other critters, like skunks, opossums, and raccoons can also be encountered here. The deep pit of water is a slime-choked, stagnant pool, befouled by run-offs from the dump. Nothing natural lives within.

A 10-foot (3 m) high corrugated sheet metal fence surrounds the area with a single entrance, chained gate. A hard-packed dirt road, thick briar patches, weeds, and forest surround the site.

Notable Folk

- Horace "Harry" Coffin, 53, is the dump's white-haired caretaker. He lives in an odoriferous lean-to built of refuse and cast-offs situated on the far side of the entrance gate. Perpetually unwashed, he wears dirt-encrusted overalls and spends his days combing through the junk for "useful" things that he sometimes sells to stores in town, or else gathering and burning garbage while drinking rot-gut whiskey from a battered hipflask. While he lacks any formal education, he's not dumb and is actually something of a philosopher.

OS103 CHAPMAN FARMHOUSE

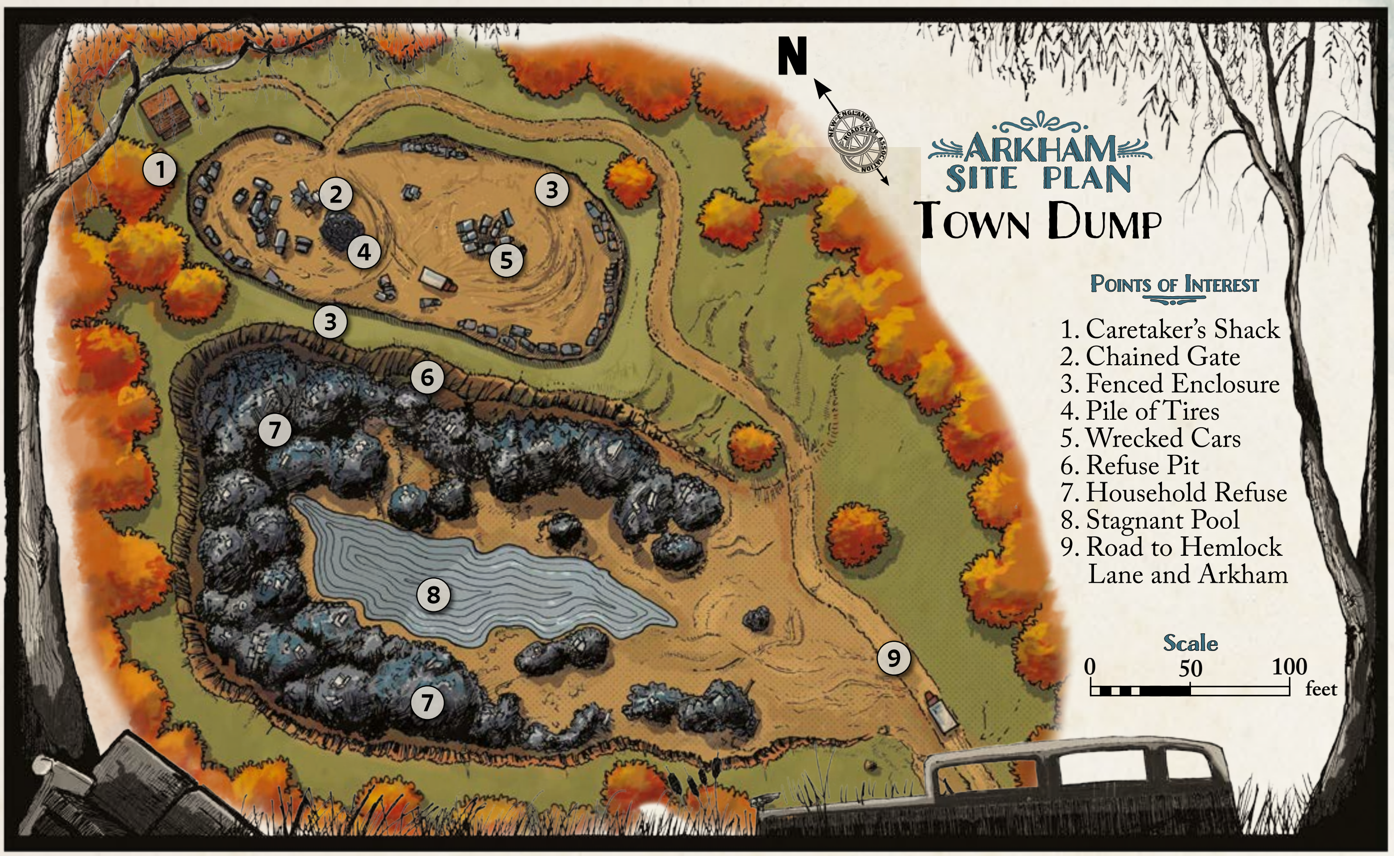
An old farm near Meadow Hill, it was given up late last century and the fields now lie fallow. The Chapman family abandoned the farm for two decades, but, at the turn of the century, they began renting out the house. An accidental fire in 1904 destroyed most of the house. The family used the subsequent insurance money to rebuild, and the house is again for rent. In the last few years, the **Arkham Gun Club** (page 132) has opted to rent one of the farm's fields a half-mile from the farmhouse for skeet shooting—the shards of countless clay pigeons litter the ground around the area.

Strangeness

The fire of 1904 occurred while the farmhouse was being rented by Herbert West, who managed to burn it to the ground, along with most of his papers and equipment. While the area was cleared and the house rebuilt, it is not beyond the realms of possibility that "relics" from West's occupation still linger in the soil, especially in the cellar untouched by the fire. See Lovecraft's "Herbert West—Reanimator" for further details.

OS104 HIGH LANE GRAVEYARD

Following High Lane northward out of Arkham, the road turns to a track and leads to an old and now disused burial ground dating back to the 18th century. Among the grave markers are numerous casualties from smallpox outbreaks in the early 1700s. Notably,



many markers date to around 1721 when Boston suffered a particularly nasty smallpox epidemic that caused most of the that city's population to flee and so carry the disease across the country.

While many headstones are worn and cracked, and vegetation has reclaimed large swathes of the land, most of the grave markers are readable and may be of interest to those researching the history and people of Arkham from its early days. Dotted about are several mausoleums, clearly erected by families of wealth, each as striking as the next.

Strangeness

Tales have long circulated of supernatural happenings here. Sightings of ghosts are oft rumored, particularly that of a young woman dressed in a white gown weeping over one of the headstones, but it is the sounds one may hear that cause most to avoid this place at night. It is said that frightfully loud screams can heard, emanating from a male-sounding voice, which sends shivers down the spine.

OS105 MEADOW HILL

Within a gloomy vale north of Arkham stands this dark hill, which is visible from high points in town. On the northwestern slope of the hill stands "Split Rock," a single gray-white stone monolith thought to be older than the Misqat peoples who originally lived in this area. The earth here is barren and compacted and, in this valley, nothing ever grows.

As for the monolith, its original purpose remains unknown, although when touched, the stone carries an unearthly chill and, on certain days, a strange ringing sound fills the area, as though emanating from within the very rock.

Split Rock

Visible from the road, the rock is a short uphill walk and easily accessible. Split Rock stands about 13 feet (4 m) high above the ground, although it is in fact 20 feet (6 m) tall and roughly egg-shaped. A single, large crack splits the rock in half down its center, its two halves fallen slightly open to form a crevice in which grows a twisted, malformed pine tree.

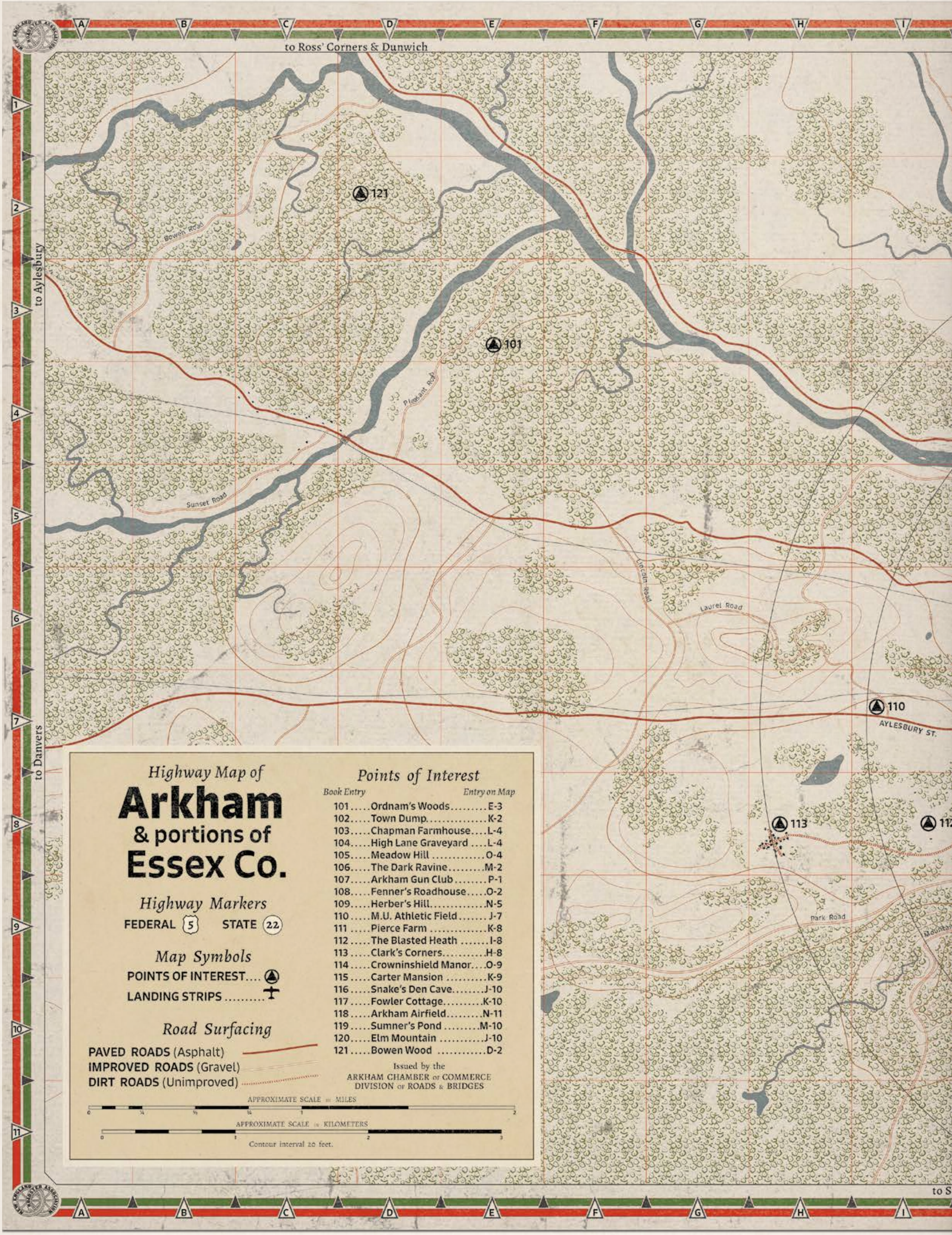
Examination of the rock confirms it is granite, while a successful Geology roll reveals the crack to be the result of some external force (rather than internal stresses). In addition, tiny traces of a silvery substance are embedded in the surface of the rock in the area of the crack. Unfortunately, this silvery material defies analysis, although a successful Cthulhu Mythos roll suggests it may link to Yog-Sothoth.

Strangeness

Many are the tales told about this rock. Misqat legends speak of the rock as a place of power and describe it being broken when a sky-spirit sat on the stone. Pre- and post-colonial stories say that mysterious energies linger within Split Rock and that these can heal the sick. Perhaps in line with such notions, it is also said that wishes made here may come true. Other tales are darker, hinting of unhallowed meetings and practices by witches. Indeed, one of the accusations made against Goody Fowler (**Goody Fowler Cottage**, OS117) was that she and others regularly met at Split Rock for unholy ceremonies.

Strangeness: Arkham Coven

Split Rock is a meeting site of the **Arkham Coven** (page 51). At Candlemas, May Eve, Lammas, and Hallowtide the members of the coven usually gather here to conduct their unholy rituals. Last May, the Arkham police, along with Essex County deputies,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to Ross' Corners & Dunwich
to Aylesbury
to Danvers
to S
Bowen Road
Sunset Road
Pleasant Road
Lincoln Road
Laurel Road
AYLESBURY ST.
Park Road
121
101
110
113

Highway Map of

Arkham
& portions of
Essex Co.

Highway Markers

FEDERAL 5 **STATE** 22

Map Symbols

POINTS OF INTEREST....
LANDING STRIPS ....

Road Surfacing

PAVED ROADS (Asphalt)
IMPROVED ROADS (Gravel)
DIRT ROADS (Unimproved)

Points of Interest

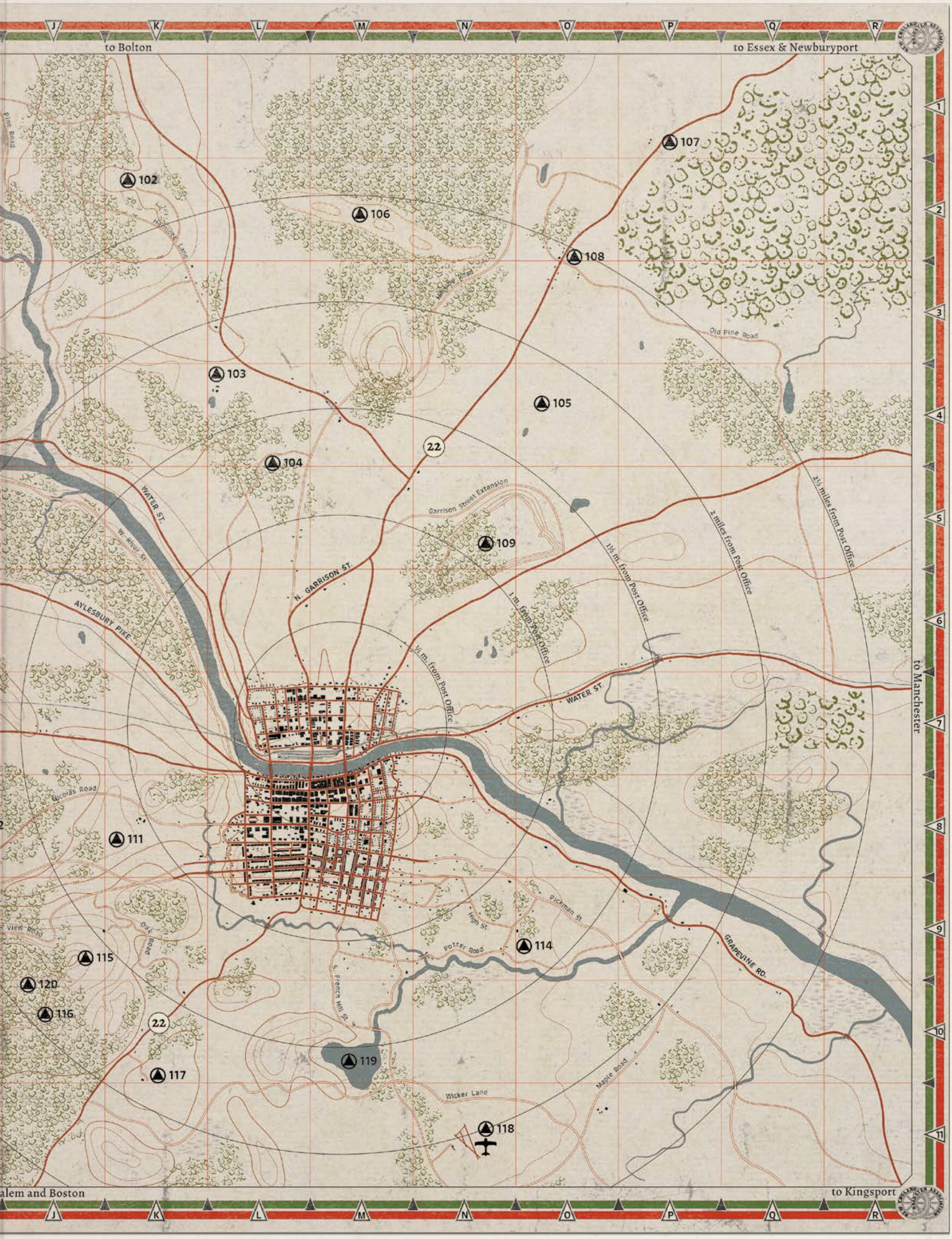
Book Entry		*Entry on Map*
101	Ordnam's Woods	E-3
102	Town Dump	K-2
103	Chapman Farmhouse	L-4
104	High Lane Graveyard	L-4
105	Meadow Hill	O-4
106	The Dark Ravine	M-2
107	Arkham Gun Club	P-1
108	Fenner's Roadhouse	O-2
109	Herber's Hill	N-5
110	M.U. Athletic Field	J-7
111	Pierce Farm	K-8
112	The Blasted Heath	I-8
113	Clark's Corners	H-8
114	Crowninshield Manor	O-9
115	Carter Mansion	K-9
116	Snake's Den Cave	J-10
117	Fowler Cottage	K-10
118	Arkham Airfield	N-11
119	Sumner's Pond	M-10
120	Elm Mountain	J-10
121	Bowen Wood	D-2

Issued by the
ARKHAM CHAMBER OF COMMERCE
DIVISION OF ROADS & BRIDGES

APPROXIMATE SCALE IN MILES
0 ¼ ½ ¾ 1 2

APPROXIMATE SCALE IN KILOMETERS
0 1 2 3

Contour interval 20 feet.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Pine Road
102
Hemlock Lane
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107
108
Old Pine Road
103
105
22
104
Garrison Street Extension
WATER ST.
W. River St.
109
N. GARRISON ST.
AYLESBURY PIKE
2½ miles from Post Office
2 miles from Post Office
1½ m. from Post Office
1 m. from Post Office
½ m. from Post Office
WATER ST.
to Manchester
Nicolas Road
111
View Road
Oak Road
High St.
Pickman St.
114
Potter Road
GRAPEVINE RD.
115
120
116
22
S. French Hill St.
119
117
Maple Road
Wicker Lane
118
alem and Boston
to Kingsport

raided the gathering and scattered it. Despite the action, all the key members managed to melt away, with just two fringe members actually arrested and later released when no criminal evidence could be found at the scene. Were one to do a detailed examination of the site, (i.e., better than the police did) the soil may hold clues to the activities of the coven and its members.

Keeper of the Rock

From time to time, a curious stranger arrives at Meadow Hill and stays there for around 24 hours before disappearing; the visits appear random and have no fixed schedule. The stranger is a woman of Misqat decent, who gives her name as "Rose Three Dogs," and who claims to be the "Keeper of the Rock." When here, she is amiable and is happy to talk about Meadow Hill and Split Rock and their associated legends, including a story about a sky-spirit that split the rock, and how, since then, the rock is said to grant wishes. She also knows the rumors about witches meeting here in the late 17th century.

While most may assume that Rose Three Dogs is a simple soul earning a few dollars spinning tales to visitors and tourists as she travels around Massachusetts, her role as Keeper of the Rock is a serious one. She follows a long tradition of watching over several important sites in the region, traveling to each one or more times a year to ensure their preservation. To date, Rose Three Dogs has not been in the vicinity when the **Arkham Coven** (page 51) has met here, but one may assume she may take steps to stop the coven if their activities become known to her. As for Rose Three Dogs' personal history, little to nothing is actually known by the folk of Arkham, and such secrets and information are her business alone.

Rose Three Dogs

Keeper of the Rock, age 75

- **Description:** elderly Native American woman, usually wearing a mix of traditional and modern clothing, and a long necklace of small, white stones.
- **Traits:** amiable although initially reserved, with a pensive look in her eyes.

STR	35	**APP**	50
CON	75	**POW**	80
SIZ	50	**EDU**	40
DEX	45	**SAN**	64
INT	75		

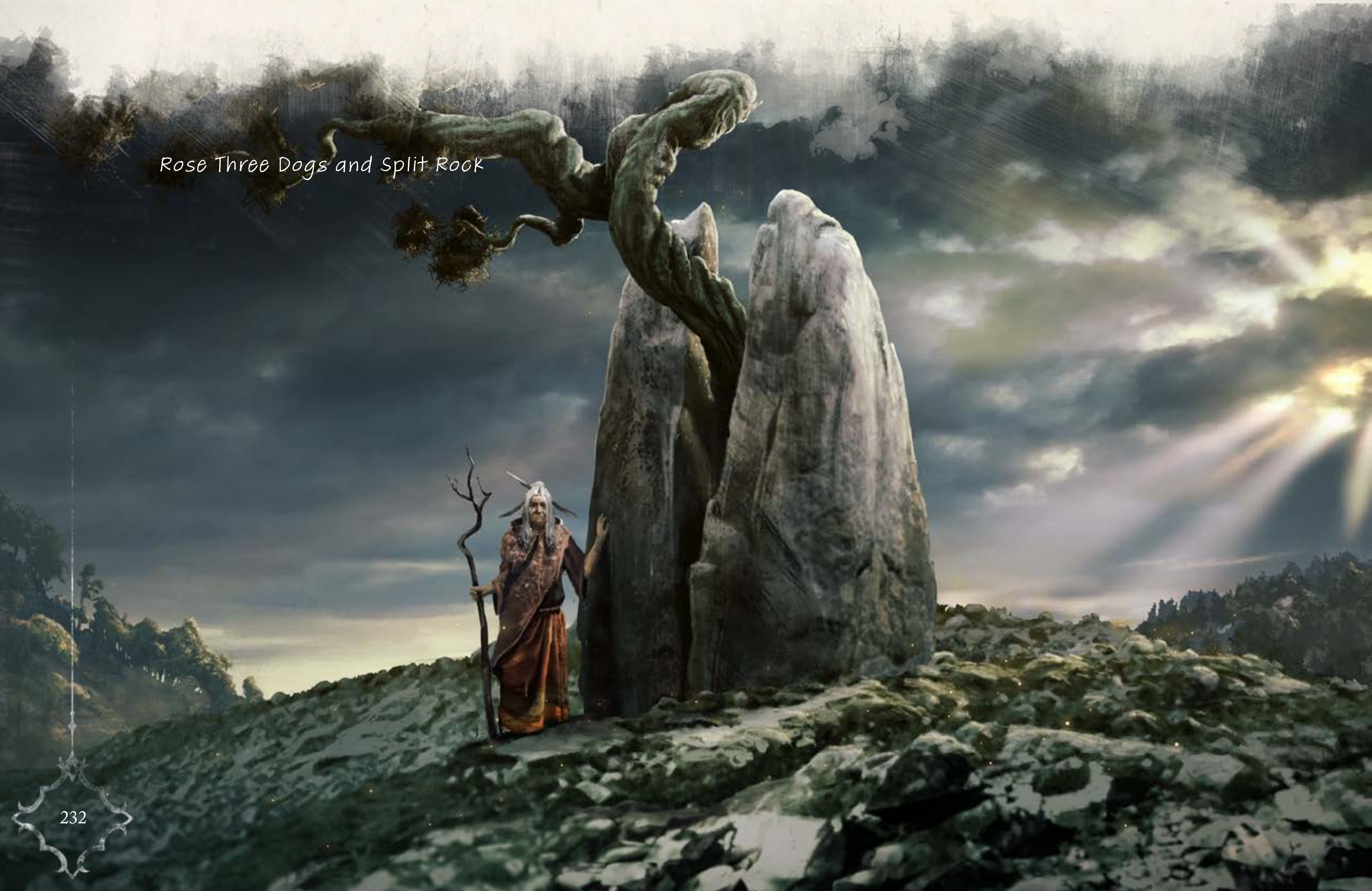
HP	12
DB	0
Build	0
Move	3
MP	16

Skills

Charm 70%, Climb 55%, Cthulhu Mythos 8%, First Aid 80%, History (Indigenous) 80%, Intimidate 65%, Listen 95%, Natural World 80%, Psychology 80%, Science (Astronomy) 20%, Spot Hidden 85%, Stealth 80%, Swim 60%, Throw 55%, Track 70%.

Languages

Nanticoke 70%, English 40%.



Rose Three Dogs and Split Rock

Spells

Bind Animal* (Crow), Bind Animal* (Snake), Coyote Dust*, Create Charm*, Dismiss Deity (Yog-Sothoth), Earthly Serenity*, Good Thief Water*, Healing*, Yellow Spirit-Leap Seal*.

* *See* Grand Grimoire of Cthulhu Mythos Magic.

COMBAT	%	*DAMAGE*
Brawl	55% (27/11)	1D3 or hunting knife 1D4+2
Dodge	22% (11/4)	

Pulp Cthulhu

Pulp Modification

- **HP:** 25
- **Luck:** 40
- **Move:** 7

Pulp Talents

- **Tough Guy:** spend 10 Luck points to shrug off 5 damage in one round.
- **Resilient:** spend Luck points to shrug off Sanity loss (1 for 1 basis).

OS106 DARK RAVINE, THE

Northward, about half a mile (800 m) beyond **Meadow Hill** (OS105) lies a dark ravine that cuts into the earth. The ravine is just under a mile (1.6 km) in length and descends to around 20 feet (6 m) at its lowest points, although its average depth is 8 feet (2.4 m). Probably originally caused by land movement and exacerbated by soil erosion, the ravine is technically more a gully, although Arkham folk have always called it a ravine, and the name has stuck.

While one could accidently fall down here and become injured, those finding themselves at the bottom of a 20-foot (6 m) drop can (if able) get out quite easily by following the course of the ravine to a higher point and climbing out, or simply walking to one of its ends and stepping out. Over the years, various detritus has fallen or otherwise made its way into the ravine, although who's to say what hidden treasures or horrors might also lie undisturbed there.

Strangeness: Arkham Coven

From time to time, the **Arkham Coven** (page 51) moves its ceremonies from **Meadow Hill** (OS105) to the ravine. Perhaps this is a means to ensure their gatherings go undisturbed when some form of attention is focused on Meadow Hill and its monolith, or else certain rites require this temporary move. It is possible that the coven uses the ravine to hide (or bury) things.

OS107 ARKHAM GUN CLUB SHOOTING RANGE

Situated on the Essex Road, beyond **Fenner's Roadhouse** (OS108), is the shooting range of **Arkham's Gun Club** (page 132). The land is owned by the club and surrounded by a sturdy 10-foot (3 m) tall wooden wall. It possesses a clay pigeon and skeet shooting field, as well as target ranges. A small cabin provides the ability to sit with refreshments.

While all members have a key to access the range and so, in theory, can shoot when they please, the members tend to gather on weekends to enjoy a good day's shooting and socializing. Like other clubs, members must carry firearms unloaded.

OS108 FENNER'S ROADHOUSE

Found on the highway out of Arkham toward Essex, this roadhouse is a lonely, three-story building. The main room on the first floor offers food and drink to passing travelers; tired visitors can rent rooms on the second and third floors by the night. In addition to its culinary delights, motorists can top up their automobiles with fuel here. The sign outside says open 12:00 pm to 10:00 pm, although in practice the doors shut around 11:00 pm on most nights, and sometimes as late as 2:00 am on Friday and Saturdays—closing time depends on how Fenner feels that night, and whether or not the "right" county deputy is on patrol. Fenner's closes on Sundays. While the roadhouse professes to sell only non-alcoholic beverages, it's an open secret that the reason folk come here is to drink liquor and carouse.

Out back of the main building is a small house, home to the Fenner family, who run the place.

Notable Folk

- Reginald Fenner, 52, is the owner and proprietor; a no-nonsense sort of fellow who knows how to make a buck.
- Maria Fenner, 48, is Reg's wife and business partner, tougher and meaner than her husband.

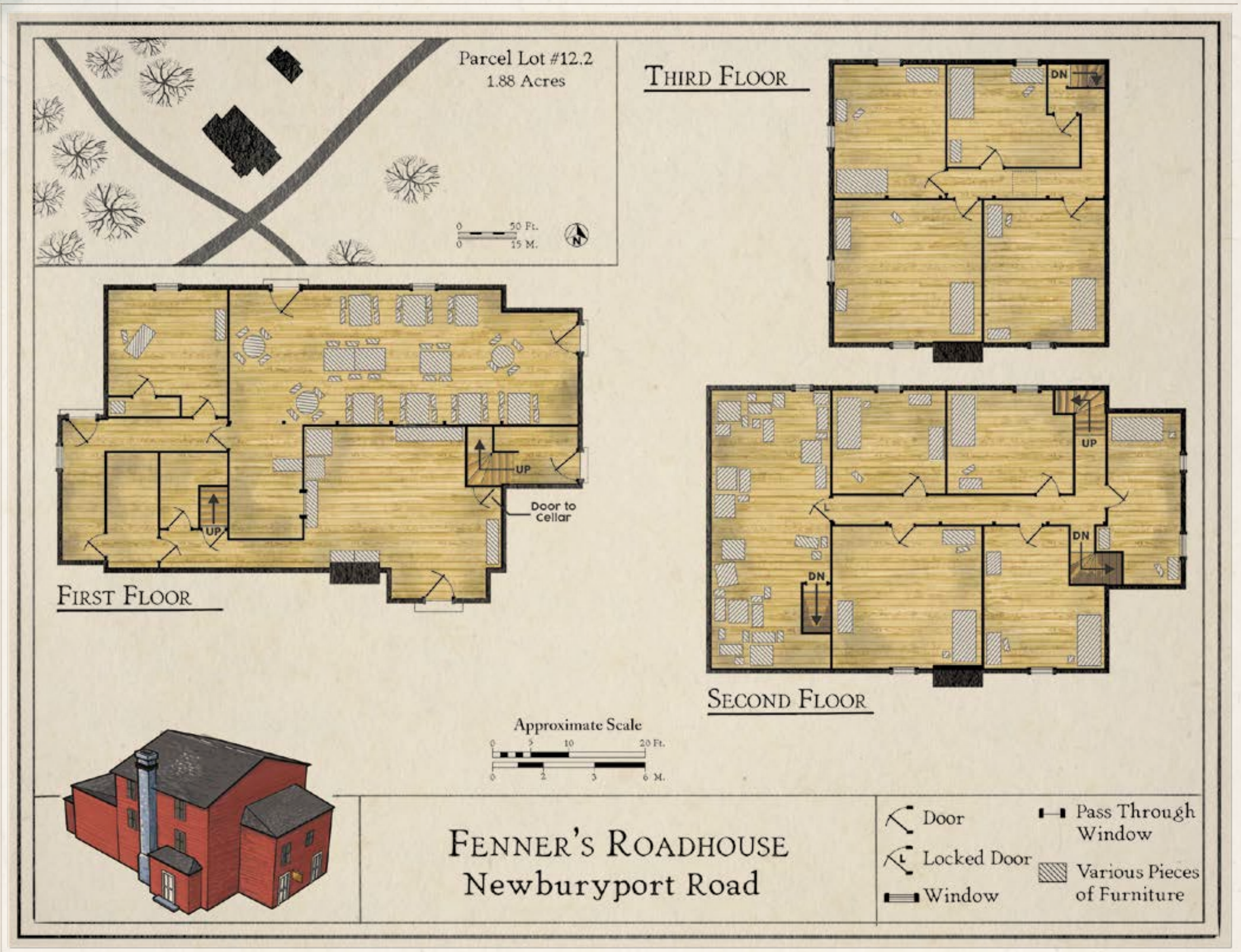
Prohibition

Advertised as a teahouse, the roadhouse serves non-alcoholic drinks and meals and, for much of the day, it appears to be exactly this and so avoids unwanted legal attention. To help things along, "set-ups" are sold to customers; these being ginger ale or soda with ice, allowing customers to pour in liquor from their own hip flask. Pre-filled hip flasks are available if the customer "looks right."

As the day draws into night, beer and liquor is usually openly served. Given the inability of law enforcement to adequately patrol everywhere all the time, Fenner rarely has to deal with any legal trouble. But, to ensure everything runs smoothly, he has excellent relations with most of Arkham's police force and some of the nearest Massachusetts state policemen (they get free drinks), and so avoids trouble, and can call upon friendly officers when needed to calm down any people or groups getting too boisterous.

STATE POLICE

The Massachusetts State Police, established in 1865, was the first statewide enforcement agency in the country. Through to the early 1920s, the state force is small and somewhat informal, with fewer than 20 deputies to provide law enforcement to rural areas underserved by existing local police across the whole of Massachusetts. Around 1921, numbers increase to 50 officers, with those stationed in barracks across the state. The majority travel on horseback, although cars and motorcycles are becoming more common where there are good roads. In the main, however, the state police rarely travel close to Arkham unless specifically called in. Arkham's police force tends to view their state cousins with disdain and thus, neither agency works well together.



OS109 HERBER'S HILL

While smaller than **Meadow Hill** (OS105), Herber's Hill is no less interesting due to its unusual shape, for the hill looks like something akin to a smaller version of Solsbury Hill in Somerset, England. Its formation is uncertain, with geologists arguing as to whether it is a natural formation or some kind of earthwork built by human hands in the distant past. For now, natural formation tends to win the argument, although the geology and archaeology departments at MU (**School of Natural Sciences**, 612-A, and **Department of Archaeology**, 614-L) have been discussing a possible survey and dig.

Historical

The name of the hill derives from a musician named Keith Herber, who, in the late 1800s, would sit atop the hill and play a guitar and compose music. During the summer months, a few more adventurous types would journey from Arkham to sit and listen. Something of a roguish traveler, Herber would come and go for many months at a time, but always seemed to end up back at the hill, living in a small camp he had made. Sometime around 1886, Herber disappeared, and no one has seen or heard of him since. Most assumed he had taken his leave and headed out west.

OS110 MU ATHLETIC FIELD & SPORTING GROUNDS

This facility is located approximately 2 miles (3 km) west of Arkham, and provides a football field with stands, a non-regulation baseball diamond, and a quarter-mile cinder track. Anyone is free to use the area except during the regular practice sessions for MU teams. Alongside the sporting fields are a small number of outhouses, including male and female changing facilities, a toilet block, and two large storage sheds that hold disassembled bleacher stands and sporting equipment. An additional, smaller shed to the south of the sports areas, owned by MU's astronomy department (**Natural Sciences**, 612-A), houses an 8-inch (20 cm) telescope and other useful stargazing paraphernalia.

OS111 AMMI PIERCE FARM

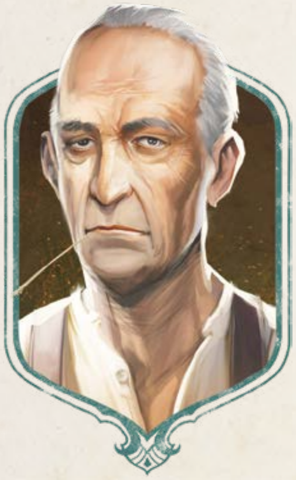
An aging and ramshackle farm owned by Ammi Pierce. The farmhouse is somewhat hidden, lying off a now disused road that leads to **The Blasted Heath** (OS112) and the ruins of **Clark's Corners** (OS113). The aged Pierce maintains the farm, although it is clearly not in the pristine condition that it was in during the farmer's younger days. He keeps a small number of cows, goats, and chickens to ensure a relatively self-sustaining life what with his vegetables and small yield crops. Most Arkham folk have forgotten he even exists, although a few remember he once had dealings with poor old Nahum Gardner and his family who perished after their land became poisoned by a meteorite back in the late 1800s.

Notable Folk

- Ammi Pierce, 80, is the farmer who many describe as a *"queer old bird."*

Strangeness

Pierce is the only person living who remembers and knows the details concerning the meteorite fall in 1882 and the strange days that followed it. He is also the only person with any real inkling as to what happened to the various members of the Gardner family. If someone can persuade him to recall those terrible events, he may be a font of enlightening information. However, he has become distrustful in his old age and is just as likely to threaten trespassers on his land with the barrels of his shotgun. Keepers can refer to Lovecraft's "The Colour out of Space" story to ascertain Pierce's recollection of the Gardner events.



Ammi Pierce

Old Farmer, age 80

STR	35	APP	45
CON	45	POW	60
SIZ	50	EDU	30
DEX	35	SAN	48
INT	90		

HP	9
DB	0
Build	0
Move	2
MP	12

- **Description:** thin framed and of average height, with a clean-shaven face and white hair; he wears a plain shirt with an overall.
- **Traits:** once a gregarious and friendly chap, he has grown a little paranoid in his old age, preferring to live a solitary and unbothered existence.

Skills

Animal Handling 75%, Art/Craft (Farming) 90%, Charm 60%, Credit Rating 19%, Cthulhu Mythos 6%, History (Arkham) 60%, Listen 60%, Mechanical Repair 55%, Natural World 70%, Navigate (Arkham) 25%, Psychology 45%, Ride 45%, Spot Hidden 35%, Stealth 40%, Throw 40%, Track 55%.

COMBAT

QUALITY	*%*	*DAMAGE*
Brawl	30% (15/6)	+1D3
16g shotgun (2B)	40% (20/8)	+2D6+2/1D6+1/1D4
.30-06 bolt-action rifle	40% (20/8)	+2D6+4
Dodge	17% (8/3)	

OS112 THE BLASTED HEATH

In the hills west of Arkham, the Blasted Heath is on the site of the former Nahum Gardner farm, along a now unused road that once led to **Clark's Corners** (OS113). Nothing grows or lives here, and there is an unquiet silence that hangs foreboding and heavy in the air. Animals avoid the place, as do birds. The old farm soil is a lifeless gray ash, and what trees once grew here are now hollowed-out and decaying stumps, their brown bark now also gray. The ruins of the Gardner farm remain, although these are little more than hollowed-out foundations and debris but do include an old well and the family burial plot.

ARKHAM'S FARMS

The various farms dotted about the outskirts of Arkham are generally well-kept and most are prosperous. Heading farther out, the slate roofs give way to warped shingles and sagging thatch, the stout, white-washed walls become uneven rock or crude log, and proud and neat farmhouses become ramshackle cottages and huts. Likewise, farther out, healthy herds dwindle to scattered flocks of unkempt beasts, and well-tended fields give way to grasslands, brush, briar, and bramble. The roads to these farms tend to transform into dirt paths with pairs of deep ruts, while bridges give way to stony fords and sandbanks of uncertain strength. Travel along such routes must be slow and carefully handled in modern automobiles to avoid damage or an unhappy incident.

The eerie atmosphere of this place causes Arkham folk to steer clear and avoid venturing here. The white-gray ash is a pale reminder of the death of all things, and most prefer to put such thoughts out of mind.

Historical

Nahum Gardner, a genial person of about 50, lived and farmed here with his wife and three sons. That is until a meteorite crashed here in June 1882, spelling the beginning of the end for the family and their land.

Initially, local scientists investigated the meteorite fall, but they could draw no conclusions and the sample they took later vanished in their laboratory. Unable to proceed due to the meteorite disappearing after a direct lightning strike, the investigation ended.

While the Gardners thought little more about the incident, its effects began to show during the following season, when their crops grew unnaturally large and abundant. Despite the yields, the plants were inedible. Nahum Gardner began to believe the meteorite had poisoned his soil. The following year saw this strange taint or poison spread farther on his land, affecting both plant life and his livestock. Vegetation turned gray and brittle to the touch. Soon after, members of the Gardner family became infected too, with madness and then physical mutations—conditions apparently mirrored in the sickening livestock. The family was in ruin, the farm falling to pieces and, before the end of that year, all of them were dead or missing.

Gardner's neighbors spoke of a strange glow round the farm at night and began to shun the place. After a while, only Ammi Pierce, one of Nahum's oldest neighbors, dared visit. Those traveling to Clark's Corners turned to using the new road to the south, avoiding the old road that ran along the Gardner land. Within a few years, most of the old-timers had sold their farms, those closer to the Gardner farm being sooner to leave. A succession of French-Canadians, Italians, and Polish families tried their hands, but none could stand up to the dark foreboding aura that seemed to poison the area for miles about. Eventually, all the farms were deserted, except for that of Ammi Pierce. Clark's Corners ceased to exist.

Look to the Future

Plans are afoot to flood most of this area, including the Blasted Heath, to create a new reservoir and a secure water supply for the town of Arkham. This engineering feat occurs in 1926.

Strangeness

The meteorite brought a colour out of space to the Gardner farm. The colour was seemingly an infant intent on feeding, finding nourishment in and on the farmland. It went on to devour the lifeforce of the entire Gardner family along with most of their livestock and was able to mature to the point where it could leave the planet, although on its departure it may have split, leaving a smaller remnant to continue to feed and grow. This second colour may be inert or "hibernating" at this time and may, at some point, wake and seek out new nourishment due to the blighted landscape where it finds itself. In all probability, a second colour, if it exists, lies at the bottom of the old Gardner farm well. Keeping itself hidden, it would shun the daylight and use the cover of darkness to move to a new feeding ground.

Perhaps, the second colour does not wake until 1926 when water from the new reservoir fills its nest. It could remain in the water, able to move about and feed, and so infect not only aquatic life but also the very water itself—the water that now flows into Arkham homes.

Useful

Those wishing to investigate the old meteorite and the farm's history may find useful information in Arkham. Some possible sources include:

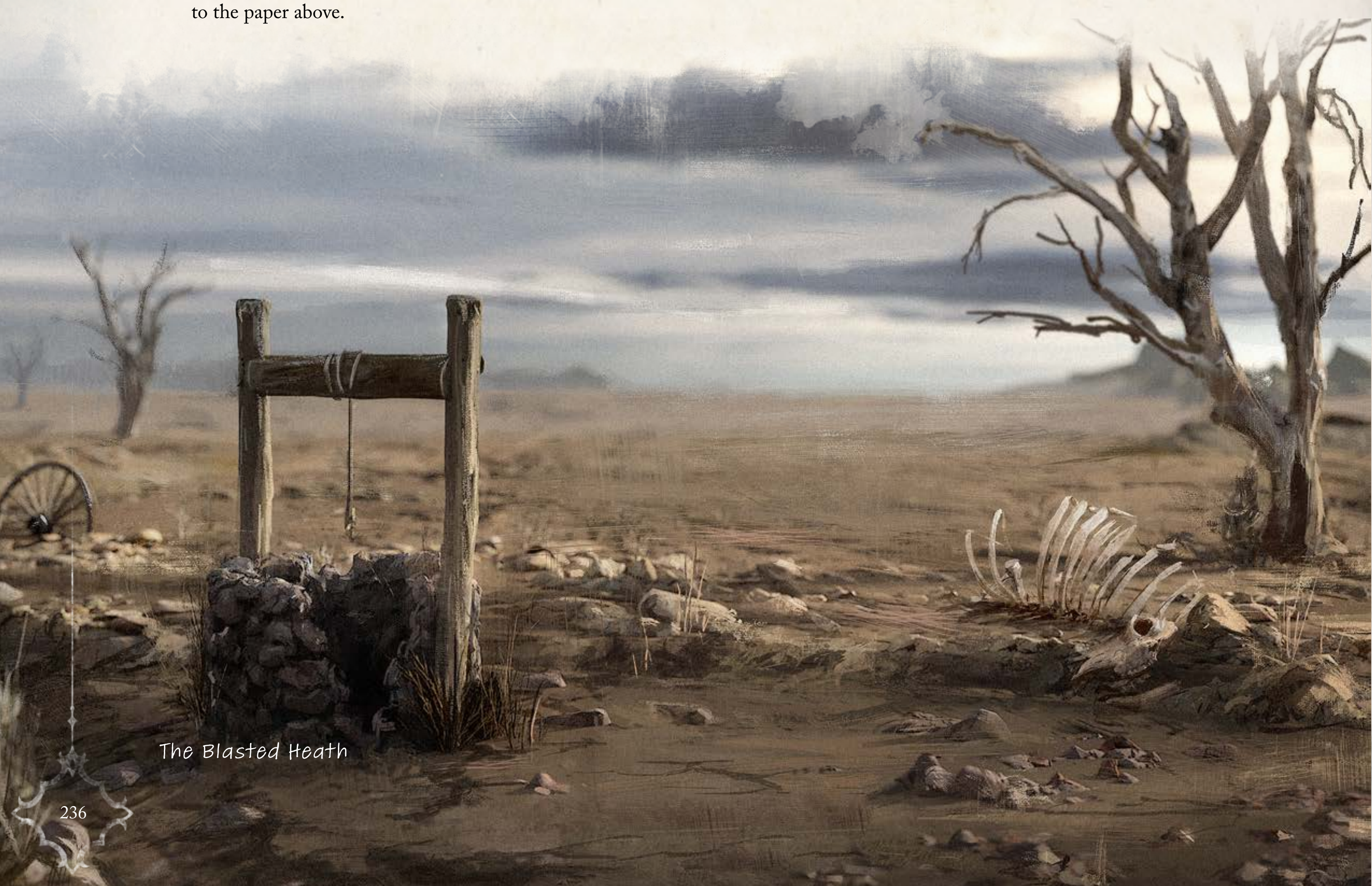
- *Geological Report Concerning 1882 Meteorite Fall*, **Orne Library** (623)—see **New Tomes** (page 177).
- Dr. Homer Winside, **Almen's Flowers** (703-A)—contributed to the paper above.
- Ammi Pierce, **Ammi Pierce Farm** (OS111)—the only other eyewitness to the events of 1882 and 1883.
- Jin Lillibridge, **Harding Boarding House** (117)—currently surveying the area for the new reservoir.
- The former surveyor hired by the state of Massachusetts to survey the reservoir land and who quit their job without warning (see also **Harding Boarding House**, 117)—this person is perhaps the unnamed narrator of Lovecraft's "The Colour out of Space," so Keepers are advised to read this story and develop the character as they wish.

OS113 CLARK'S CORNERS

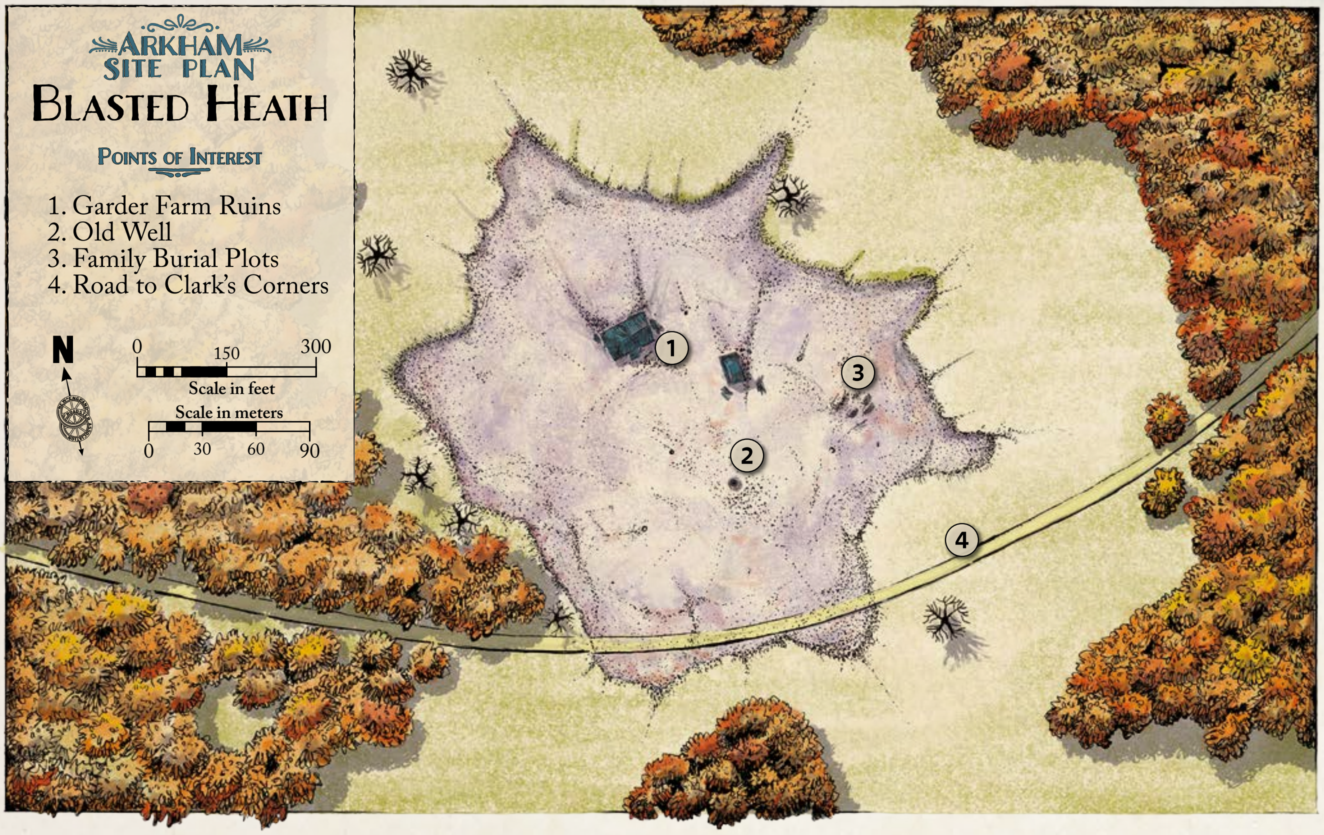
This hamlet has existed for at least 150 years and, within the last 40, was the center of a small but thriving community. Unfortunately, the village was located along the old road running west out of Arkham and, after the meteor fell on Nahum Gardener's farm (**The Blasted Heath**, OS112), the road fell into disuse. When the new road, running south of and circumventing the Blasted Heath, came into use, Clark's Corner's economy collapsed and the community moved away, leaving nothing but ghosts behind. Now, what remains is nothing but collapsed and rotting buildings, with much now conquered by nature. Perhaps the most useful remnant is the old graveyard, now overgrown and almost lost beneath shrubbery and vegetation. Those inclined to study the history of the area and perhaps trace family lineage would do best to visit here before the entire area vanishes forever.

Look to the Future

Arkham's new reservoir, when completed, submerges the remains of Clark's Corners. Perhaps, prior to this event, the university will send in a team to conduct a final survey for posterity.



The Blasted Heath



OS114 CROWNINSHIELD MANOR

Currently unoccupied in 1922, this manor house needs some repair. The last residents left around 10 years ago and, since then, the agents have yet to find new buyers. Manton & Manton Real Estate (**Suite 2C Tower Professional Building**, 119) administrates the property, and they send a man in twice a year to inspect the property.

This isolated house stands at the far end of High Street. To the east of the property is a marble rotunda and an ancient orchard, while to the south is an overgrown grape arbor. The house is comprised of three floors and a basement, with a tower in the southern corner. The map of **Crowninshield Manor** (page 237 details the building from 1929 when Asenath Waite purchases it.

Look to the Future

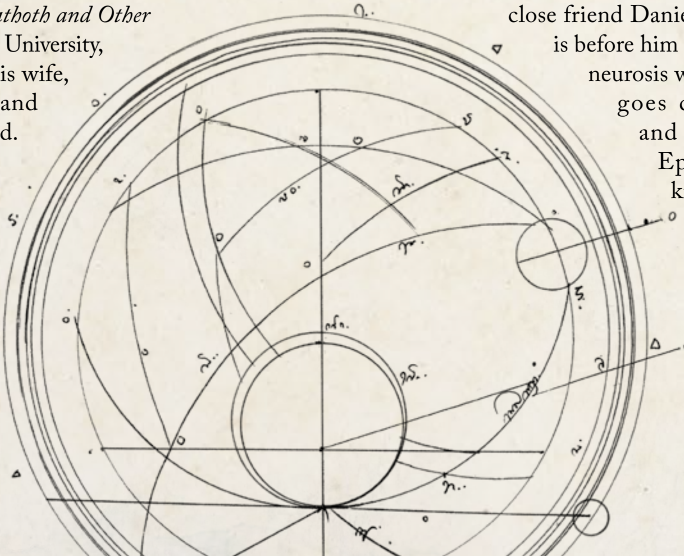
Asenath Waite purchases Crowninshield Manor in 1929. She and her new husband, Edward Pickman Derby, move in together later that same year. Derby, now in his late thirties, is the author of the poetry collection *Azathoth and Other Horrors*, a past student at Miskatonic University, and a lifelong Arkham resident. His wife, Asenath, hails from Innsmouth and carries the tainted Innsmouth blood. She is a graduate of Kingsport's Hall School and attends classes at Miskatonic University; at this time, she is a bright star in **Dr. Jabir Shariq's** (page 170) medieval metaphysics course in the **Department of Middle Eastern Studies** (614-D). Asenath is also the heart and soul of Arkham's decadent bohemian set, and a cloud of rumors and infamy follows her wherever she goes.

When the pair move into Crowninshield Manor, they employ three Innsmouth-born servants: the aged couple, Moses and Abigail Sargent, and the young Eunice Babson.

Strangeness

Asenath Waite and Edward Pickman Derby marry in the fall of 1929. Early in the winter of 1932, Derby, realizing the blasphemous intentions of Ephraim Waite's mind, beats his wife to death before Ephraim (possessing Asenath's body) can possess him. Derby buries his wife's body in the basement of Crowninshield Manor, but then suffers a complete mental breakdown. Waite's essence lingers on in Asenath's dead body and, two days after the murder, Waite's mind is able to possess Derby, thereby sending Derby's mind into Asenath's corpse. At this point, Derby is a patient in the **Pickering Psychopathic Hospital** (201).

Derby's will and tenacious spirit is somehow able to animate Asenath's corpse, dragging it to the doorstep of his close friend Daniel Upton. Upon realizing what is before him and that Derby's long-standing neurosis was nothing of the kind, Upton goes directly to the sanitarium and shoots Derby (possessed by Ephraim) six times, apparently killing the poet.



Note: see **Home of the Derby Family** (818) and **Edward Pickman Derby's** profile on page 212. Also, **Daniel Upton, Consulting Architect** (810) for details of his close friend.

THE OTHER COLOUR OUT OF SPACE

A colour appears as a shifting, insubstantial patch of color of an unearthly hue. The entity is truly composed of color and is not a gas; if touched by a colour, it feels as though you are enveloped by an unhealthy, slimy vapor. It exists to feed, infiltrating and infecting the ecosystem. Local vegetation exhibits a tremendous but unhealthy growth yet is bitter tasting and unwholesome. Animal life becomes mutated or deformed.

While invisible in daylight, at night the area home to the colour tends to glow with its unearthly color, and the vegetation seems to twist and writhe, as though in a strong wind. Even those humans living within a colour's area shine with the same spectral light.

STR	30	APP	—
CON	—	POW	50*
SIZ	50*	EDU	—
DEX	95	SAN	—
INT	80		

QUALITY	*VALUE*
HP	n/a
DB	n/a
Build	n/a
Move	12**
MP	10

** SIZ is equal to POW, increases through feeding.*
***Increases to 20 when flying.*

Skills

n/a

COMBAT

Number of Attacks: 1 (special)
Colours lack any recognized Fighting skill and cannot be harmed by normal means.

Characteristic Drain: when the colour is feeding, a victim must make an opposed POW roll; if the colour wins, it permanently drains 1D10 points each of STR, CON, POW, DEX, and APP from the victim, as well as dealing 1D6 damage. Each point of POW drained increases the colour's POW and thereby its magic points. The victim is aware of a sucking and burning sensation, and progressively withers and grays, and may manifest physical mutations.

Mental Attack: can weaken and corrupt the minds of nearby sentient beings. For each day in the colour's vicinity, each person must make an opposed INT roll or lose 1D6 magic points and 1D6 Sanity points. Magic points so destroyed cannot be regained without leaving the area. Its influence strongly binds the victim to the area and becomes increasingly irresistible as the victim's will weakens; to leave the area, a person must make a successful Hard or Extreme POW roll (Hard if magic points are reduced by 50%, Extreme if magic points have been reduced to zero) or be inexplicably compelled to stay.

Solidify: can concentrate and solidify a part of itself, that part becomes translucent. It can then manipulate objects. Spending 10 magic points, it gains 1D6 points of STR for every 10 POW (rounded down) it currently possesses. This bonus lasts for 1D6 rounds. It is theoretically possible for the colour to use this ability to strike a target with a solidified "limb" causing 1 damage per 10 points of STR currently possessed (e.g., with an expenditure of 10 magic points and POW 50, its STR is increased by +5D6; thus, if STR is 60, it can inflict 6 damage).

Characteristic drain	opposed roll victim's POW vs. colour's POW, damage 1D6 + characteristic loss.
Mental attack	opposed roll victim's INT vs. colour's INT, damage 1D6 magic points, plus 1D6 Sanity points.
Solidified limb	40% (20/8), damage (see above)
Dodge	47% (23/9)

Detection: a successful Spot Hidden roll detects its slight glow or notices the sudden presence of ozone.

Weakness: this colour is uniquely vulnerable to an Elder Sign as, if touched by an Elder Sign, there is a percentage chance equal to the POW points invested in the Sign that it immediately destroys the colour. Whether or not an Elder Sign destroys the colour, the Sign disintegrates when touched by the colour, and it forces the colour to draw back or retreat for a short period.

Light Aversion: bright light inhibits this colour; it spends daylight hours in dark, cool hideaways.

Disintegrate: can focus its energies to disintegrate a hole through almost any material. This ability is used primarily to excavate a lair underground. The same effort to melt a cubic foot (23 liters) of titanium would remove several cubic yards/meters of pinewood. The sides of the hole appear melted, but no heat is generated.

Armor

None; physical mundane attacks (incl. bullets) cause no damage; strong magnetic fields can imprison a colour.

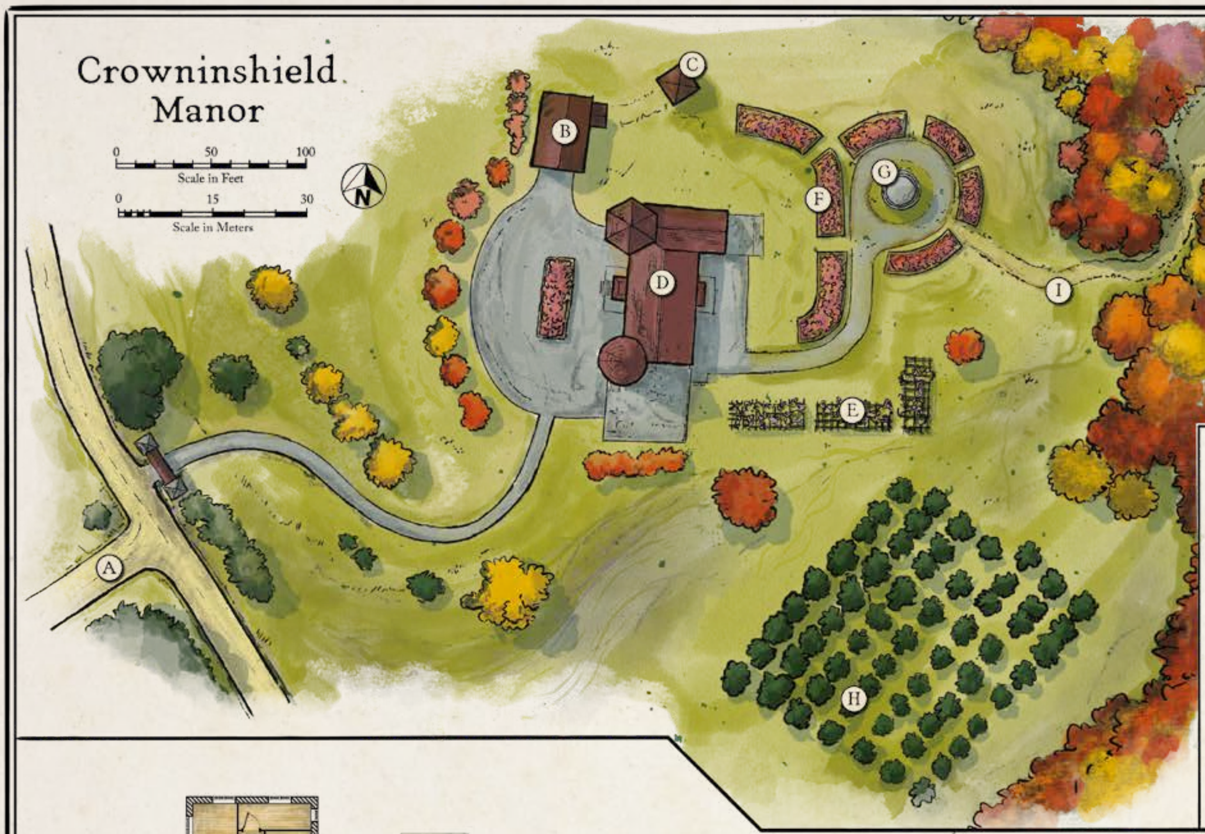
Spells

None.

Sanity Loss

0/1D4 Sanity points to encounter a colour; 1/1D8 Sanity points to see a mutated victim of a colour.

Crowninshield Manor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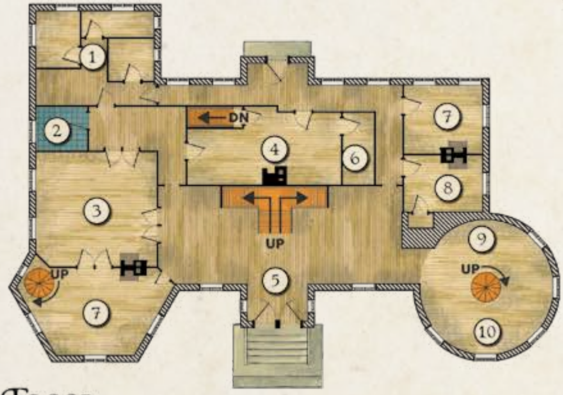
Key to Grounds

- Ⓐ High St.
- Ⓑ Garage
- Ⓒ Storage Shed
- Ⓓ Mansion
- Ⓔ Grape Arbor
- Ⓕ Formal Gardens
- Ⓖ Marble Rotunda
- Ⓗ Old Orchard
- Ⓘ Path
- Ⓙ Barren Clearning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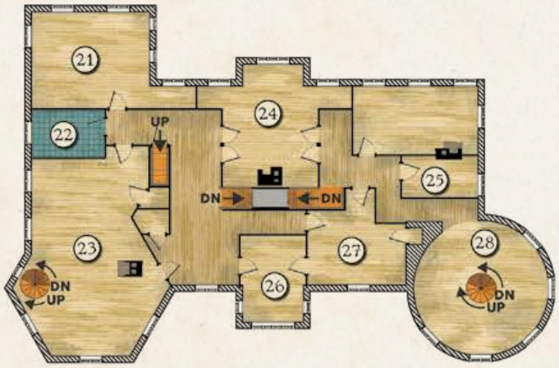
First Floor

- ① Servants' Quarters
- ② Bathroom
- ③ Dining Room
- ④ Kitchen
- ⑤ Hall
- ⑥ Pantry
- ⑦ Parlor
- ⑧ Sitting Room
- ⑨ Art Gallery
- ⑩ Lounge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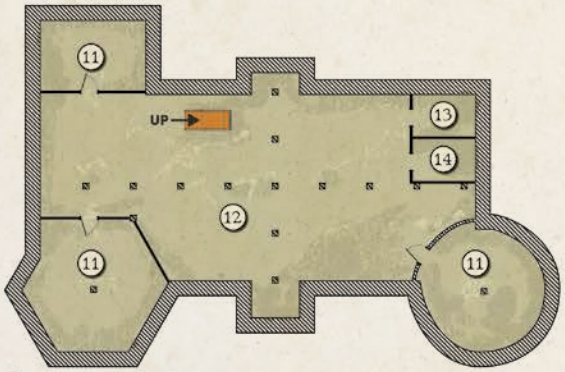
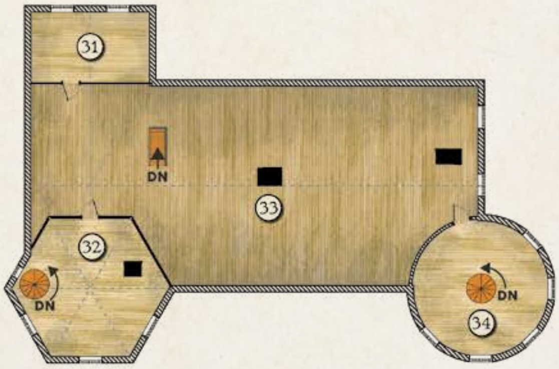
Second Floor

- ㉑ Asenath's Bedroom
- ㉒ Bathroom
- ㉓ Library
- ㉔ Upper Hallway
- ㉕ Linen Closet
- ㉖ Smoking Room
- ㉗ Derby's Bedroom
- ㉘ Art Gallery



Basement

- ⑪ Storage Room
- ⑫ General Storage
- ⑬ Coal Room
- ⑭ Furnace and Mechanical Room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Third Floor

- ㉛ Bedroom
- ㉜ Asenath's Study
- ㉝ Attic Space
- ㉞ Solarium

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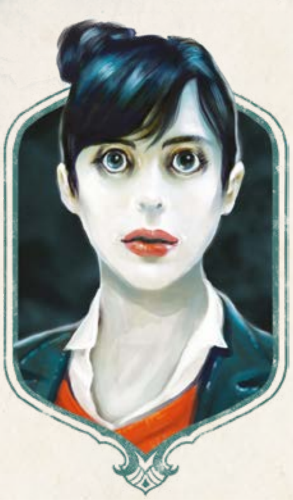


Asenath Waite

Newly Arrived MU Student, age 24

STR	60	**APP**	70
CON	70	**POW**	90
SIZ	50	**EDU**	95
DEX	65	**SAN**	00
INT	90	**LUCK**	90

HP	12
DB	0
Build	0
Move	9
MP	18

This profile is for Asenath in 1924, when she moves to Arkham.

- **Description:** small in stature yet hauntingly beautiful, raven haired, and ivory skinned; she has the protuberant eyes common to residents of Innsmouth, but is otherwise attractive and well-dressed in the latest fashions.
- **Traits:** a hypnotic personality; her bearing and demeanor imply a worldly, aged cynicism far from anything acceptable in a young lady. Malevolent and willing to sacrifice anything for eternal life.

Secret

Asenath's father, the infamous Innsmouth warlock Ephraim Waite, switched psyches with his daughter using the Mind Exchange spell. Once the transfer was complete, Ephraim (in Asenath's body) poisoned her father's frail old body (now possessed by Asenath's essence) and left Innsmouth for Arkham. Ephraim sees future mind transfers as the key to immortality, although he thoroughly resents his current confinement in what he sees as a "weak and inferior female body." Ephraim attends MU and gathers a coterie of hangers-on, and soon finds a new receptacle for his mind, local poet Edward Pickman Derby: a young, rich, influential, and (best of all) weak-willed individual. A budding romance between Derby and Asenath/Ephraim becomes the talk of the bohemian set and Arkham high society. The two marry on Halloween night, 1929.

Ephraim

Ephraim is a member of a secret cult that meets in a hidden, underground place in Maine. His cult name is Kamog. When Derby and Asenath are married, Ephraim can, at times, temporarily displace Derby's mind, allowing him to possess Derby's body to drive a Packard up to Maine for cult gatherings. Derby, left shaken and paranoid by these episodes, retreats into himself and rarely ventures out from Crowninshield Manor. In time, Ephraim aims to permanently possess Derby and then kill off the Asenath body.

Skills

Credit Rating 70%, Cthulhu Mythos 52%, Drive Automobile 30%, Fast Talk 70%, History 75%, Intimidate 80%, Library Use 70%, Navigate (Arkham) 45%, Occult 65%, Spot Hidden 55%, Stealth 65%, Swim 70%.

Languages

Arabic 60%, English 95%, Latin 60%.

Armor

None; may use Flesh Ward spell.

Spells

Create Mist of R'lyeh, Dominate, Dread Curse of Azathoth, Flesh Ward, Mind Exchange, Wither Limb, and any six Call and/or Contact spells of the Keeper's choosing.

Sanity Loss

None, but 1D4/1D6 loss upon realizing that Ephraim possesses Asenath's body, and so on.

COMBAT

QUALITY	*%*	*DAMAGE*
Fighting	50% (25/10)	+1D3 or dagger 1D4+2
Dodge	32% (16/6)	

Pulp Cthulhu

Pulp Modification

- **HP:** 24
- **Luck:** 45

Pulp Talents

- **Quick Study:** halves time for reading tomes.
- **Night Vision:** ignores penalty for shooting in the dark, reduce difficulty of Spot Hidden rolls..

OS115 OLD CARTER MANSION

Located off the Beverly Road, the old Carter place lies halfway up Elm Mountain on a knoll cleared of trees. The mansion has been in the Carter family since shortly after the founding of Arkham. Christopher Carter, great-uncle of Randolph Carter, was the last to live there, and died shortly after the turn of the century. In the last 20 years, the house has been unoccupied and uncared for. The roof has since collapsed into the rest of the house, making entry somewhat treacherous.

OS116 SNAKE'S DEN CAVE

This cave can be found on the southern face of Elm Mountain, which rises above the dark woodland surrounding the area. Local folk keep shy of the cave, fearing adders (as all poisonous snakes are known in the vicinity) or worse. Folklore claims the cave is dangerous and the home of evil spirits; once haunted by wizards, they say it now echoes with their malignant practices.

The cave is more or less empty, but a strong, musty smell assaults those who enter, often causing folk to retch and vomit. As noted by its name, the cave is home to snakes (see box, page 242).

Once inside, examination of the rear wall can reveal an obscured fissure through which an average-sized person could fit (SIZ 65 or smaller), leading to a rarely visited inner cave. Within this second cave is a strange pylon of roughly shaped stone, while faint traces of a carved arch and what looks like a gigantic human hand are on the rear wall. The carving appears old and worn, and any scientific or archaeological dating applied would suggest them being in the region of up to 3,000 years old, roughly Bronze Age equivalent.

TIMELINE: DERBY—WAITE

1909: Edward Pickman Derby is 18 years old when he writes and publishes *Azathoth and Other Horrors*.

1917: Derby is 26 years old when the US enters the Great War.

1922: Asenath Waite is 16 years old and a student at the Hall School in Kingsport.

1924: Asenath is 18 years old when she moves from Innsmouth to Arkham.

1925: Derby is 34 years old when his mother dies in 1925; he still lives with father.

1929: Derby is 38 years old when he first meets Asenath Waite, who is age 23 and studying Medieval Metaphysics at Miskatonic University. The pair are married on Halloween night and immediately move into Crowninshield Manor (Asenath having purchased the property earlier this year).

1931: Derby is 40 years old when his father dies.

1932: Derby is 41 years old when he murders Asenath (26 years old) in the fall, but despite this attempt to end Ephraim Waite's attempted possession of his body, Derby finally succumbs, with Ephraim Waite's essence (still loitering in Asenath's corpse) completing the transfer; thus, Waite takes control of Derby's body while he forces Derby's essence into Asenath's rotting body.

1933: Derby is 42 years old when shot dead by his friend, Daniel Upton.

Note: see Lovecraft's "The Thing on the Doorstep" for the full story.

Strangeness

The ancient archway carved in the wall is a Gate to other worlds and dimensions. Randolph Carter used this portal to travel beyond, as noted in the Lovecraft story "Through the Gates of the Silver Key" written with E. Hoffmann Price.

Should the investigators possess the silver key (or another like it), they may pass through the Gate to a destination of their choice, including Earth's Dreamlands and others. Those without a silver key may attempt to use the Gate with a successful Cthulhu Mythos roll, although only an Extreme success enables them to dictate their destination, otherwise the traveler ends up in a random location:

1D100 Roll	Location
01–48	The Dreamlands
49–56	Saturn
57–70	Carcosa
71–84	Plateau of Leng
85–95	Keeper's choice
96–100	Yog-Sothoth's presence (wherever that may be)

OS117 GOODY FOWLER COTTAGE

A gray, saltbox cottage that has stood here since the early 1680s. It was once the home of Goody Fowler, a reputed witch and brewer of potions. Townsfolk swear that not a living soul has entered the house since 1704, when an angry mob carried Goody out and hanged her.

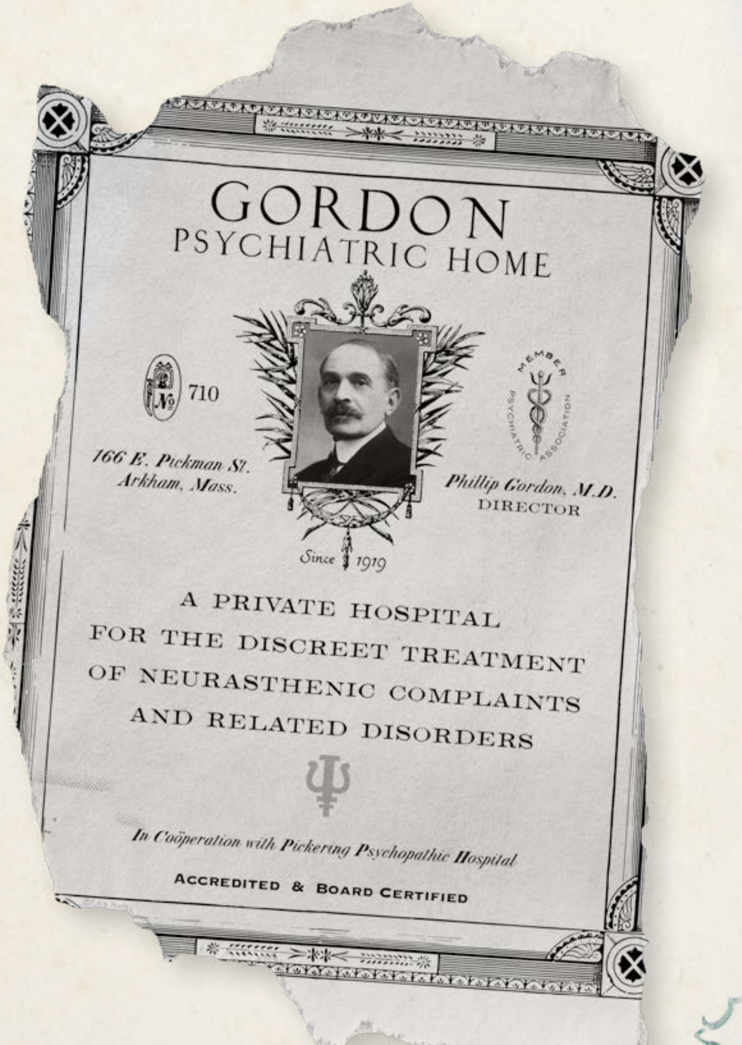
The cottage is remarkably well intact, although years of neglect show in the overgrowing vines clutching to the walls. The structure is notable due to its great roof, which slopes nearly to the ground on its northern-facing side. Visitors can enter the building with care (the old floor beams are broken in places). The first floor consists of two rooms (the living and kitchen area with a large, stone fireplace and a bedroom), while a rickety wooden stair leads to a single upper room filled with old potion bottles, dust, and cobwebs.

Surprisingly, the stories are true. Everything is as it was the day of Goody's murder more than 200 years before. A half-skein of yarn rests on the spindle in the living area, while food dries in a cooking pot set against the hearth. One could almost imagine Goody Fowler walking in at any moment.

Strangeness

Perhaps it's the air caught within the house or else some form of strange magic that has preserved its interior. Interestingly, if investigators remove any item from the house, be it metal, wood, or glass, it disintegrates to dust within an hour.

Searchers of lore may suspect the old witch's secrets lie within—indeed, they would not be wrong, as hidden behind certain loose stones in the hearth is **Goody Fowler's Grimoire** (see box, page 243).



GORDON
PSYCHIATRIC HOME

№ 710

MEMBER PSYCHIATRIC ASSOCIATION

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FOR THE DISCREET TREATMENT
OF NEURASTHENIC COMPLAINTS
AND RELATED DISORDERS

In Coöperation with Pickering Psychopathic Hospital

ACCREDITED & BOARD CERTIFIED

SNAKES OF MASSACHUSETTS

Less dangerous snakes of the region include the black rat snake (black with a white throat), eastern garter snake (long stripes running down the body), and the eastern milk snake (mottled grey, brown, and reddish body). Fortunately, there are only two venomous types: the timber rattlesnake and the copperhead.

Northern copperhead: venomous, although extremely rare. It has a thick, brown and orange-colored body, with keeled scales, and a triangular head, with thin, cat-like pupils. The bite is painful and requires an Extreme CON roll to halve the 1D10–2 damage inflicted, causing nausea and temporary tissue damage around the bite area. The venom is rarely fatal, although those already weakened through a loss of hit points may suffer worse and prolonged symptoms and, in theory, could die.

Timber rattlesnake: venomous and rare. It has a thick body, with a triangular head, and slitted, cat-like pupils. It warns its potential predators of its presence by the noise made by its rattle. The snake's venom is a hemotoxin, causing 1D10–2 damage unless the victim makes a successful Extreme CON roll to halve the damage. Those bitten also suffer lightheadedness and/or blurred vision (penalty to skill rolls), nausea, and possibly difficulty in breathing, although the venom is rarely fatal.

Treatment: in the 1920s, medical aid is rudimentary at best for snake venom. Quickly applying a successful combined First Aid or Medicine and Luck roll can reduce any damage by half (on top of a successful Extreme CON roll if applicable).

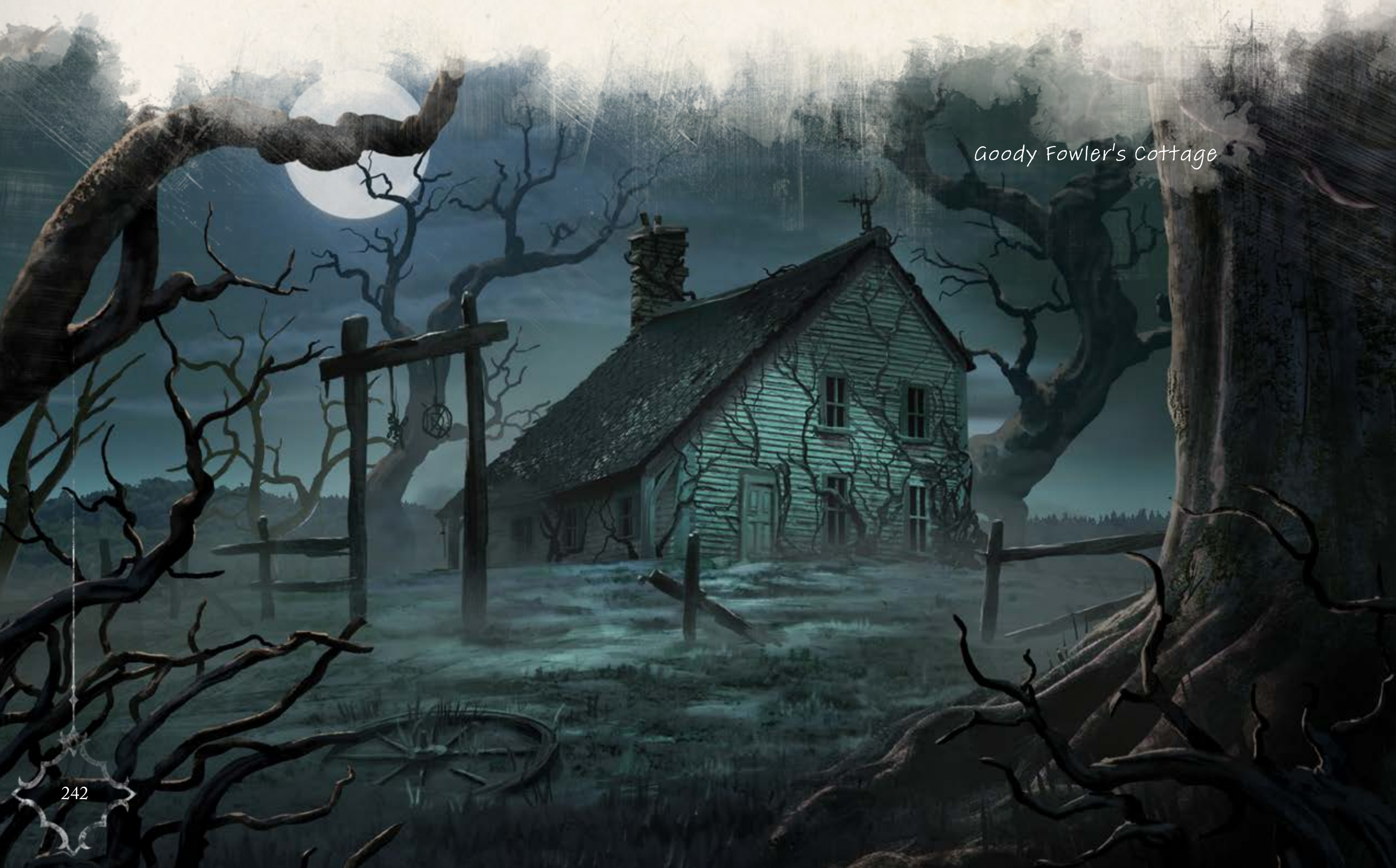
Venomous Snake

Hit Points: 4
Build: –2
Skills: Stealth 90%.

COMBAT

Attacks per Round: 1 (bite)

	%	*DAMAGE*
Fighting	40% (20/8)	(see above)
Dodge	45% (22/9)	



Goody Fowler's Cottage

GOODY FOWLER'S GRIMOIRE
English, Goody Fowler, 1600s

Unlike the other items in the house, investigators can remove the book without it turning to dust, although such ownership brings its own curse, which causes those who take it from its resting place to permanently lose one point of APP for every day they possess the book, growing older and appearing more wicked the longer the ownership continues. There is no way to prevent or stop the curse, other than returning the book to its hiding place.

Copying the tome's contents by hand requires 1D10+5 days. Photography is possible, but only if one removes the book from the building due to the poor lighting inside and the risk of flash powder setting the place (and book) ablaze.

- **Sanity Loss:** 1D6
- **Cthulhu Mythos:** +2/+4 percentiles
- **Mythos Rating:** 18%
- **Study:** 13 weeks
- **Suggested Spells:** Augury*, Bind Animal (Cat)*, Blight/Bless Crop*, Brew Love Philter*, Brew Space-Mead*, Create (Brew) Charm*, Curse*, Elder Sign, (Brew) Healing*, (Brew) Ill Luck*.

**See* Grand Grimoire of Cthulhu Mythos Magic.

Note: most of Fowler's spells are variants designed around the creation of a potion; thus, Create Charm is actually brewing a potion that when consumed grants the effects of the spell.

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that appeals to persons of refinement.

Convenient Location
Moderate Rates

European Plan

TILDEN ARMS
W. Armitage at N. Garrison

Simeon Tufts
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OS118 ARKHAM AIRFIELD

This flying field is owned by ex-ace Florence Harrington. It consists of a short, dirt runway, a hangar with doors at either end, two planes, a small office beside the hangar, and a windsock. The planes are, respectively, a two-seat ex-military Curtiss JN "Jenny" and an old Rex Smith Biplane capable of carrying two passengers plus the pilot.

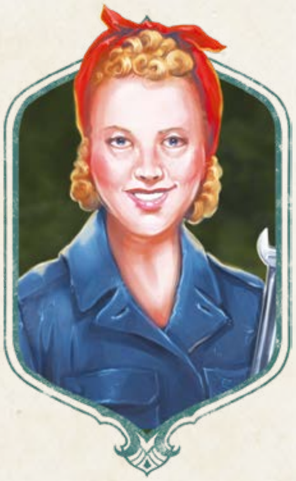
The planes are available for hire, with Harrington piloting ($2 per mile), or renting to a licensed pilot or someone able to demonstrate their ability (Pilot Aircraft skill of at least 30%)—rental requires a $50 deposit and Harrington's approval of the applicant's character; hourly rental charges are $2 and $3, respectively, for the two-seater and the three-seater, and renters pay for gasoline and any damage. She will negotiate day rates. Harrington is happy to store planes in her hangar for $1 a week, plus maintenance charges if applicable.

Instruction

Harrington is a qualified flight instructor who can teach Pilot Aircraft to people of whom she approves, but they must have a DEX of at least 65. The price for a three-hour lesson, once per week is $7.50, with the course lasting six months. At the end of that time the student gains +3D10+10 percentiles in Pilot Aircraft. Advanced lessons at $65 per month raise the student's ability by +5 percentiles every six months, to a maximum of 60%. Notably, Wingate Peaslee (**School of Natural Sciences**, 612-A) is currently taking flying lessons with Harrington. In the future, he aims to purchase his own plane.

Notable Folk

- Florence Harrington, 28, is the airfield's owner and a notable pilot. A Boston native, Harrington has toured as a barnstormer and worked as a crop duster and mail carrier. After a near-fatal crash, she decided to settle down, and used her money to open the Arkham Airfield.
- Bessie Heingrapper, 34, is Harrington's mechanic; short, plump, and friendly. Bessie is something of an engineering whizz. Key skills: Airplane Repair 85%, Electrical Repair 75%, Mechanical Repair 90%.

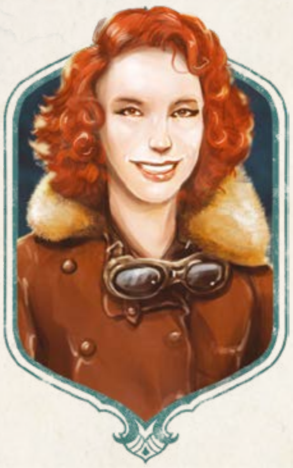


Bessie Heingrapper

Useful

Carefully greased and hidden away in the hangar is a .30 machine gun (as used in the Great War) with 5,000 rounds of ammunition, acquired by Harrington in a card game. She could fit the weapon to either of her two planes.

Mehler's
FUNERAL
PARLOR
DRAWING ROOM CHAPEL
HORSE-DRAWN CARRIAGE



Florence Harrington

Ace Pilot and Andventurer, age 28

STR	75	**APP**	75
CON	80	**POW**	75
SIZ	70	**EDU**	55
DEX	40*	**SAN**	75
INT	65		

HP	15
DB	+1D4
Build	1
Move	8
MP	15

**DEX reduced due to injury.*

- **Description:** very tall and slender, with long auburn hair, she possesses a gleaming-white smile, and can usually be found dressed in overalls.
- **Traits:** despite a limp caused by her last crash, she is a charming and energetic sort and has lost none of her sense of adventure.

Skills

Charm 70%, Climb 65%, Credit Rating 68%, Drive Auto 65%, Electrical Repair 45%, Fast Talk 50%, First Aid 35%, Listen 35%, Mechanical Repair 25%, Navigate (Air) 40%, Pilot (Aircraft) 80%, Psychology 40%, Spot Hidden 35%, Stealth 60%, Throw 50%.

COMBAT

	%	*DAMAGE*
Brawl	60% (30/12)	1D3+1D4
.45 revolver	45% (22/9)	1D10+2
.30 machine gun**	40% (20/8)	2D6+4 (burst fire, 3 shots)
Dodge	20% (10/4)	

***M1919 Browning, mounted on aircraft or tripod.*

OS119 SUMNER'S POND

To the south of Arkham, Sumner's Pond is a body of water that in past times served outlying homes and farms. Indeed, many believe Goody Fowler (**Goody Fowler Cottage**, OS117) got her water for her potions from the pond. The pond is a glacial "kettle hole" and, at its lowest point, is 60 feet (18 m) deep and fed by runoff from the Miskatonic River.

Within the water live largemouth bass, channel catfish, and yellow perch among others. Bullfrogs frequent here too, and during early summer evenings their croaking choruses fill the air. Rabbits, skunks, and raccoons are common here, as are large and brightly colored dragonflies.

FLYING

In 1920, there were an estimated 1,000 aircraft in operation in the US, rising to 1,200 in 1921, with over 115,000 passengers carried on commercial flights. The average passenger charge for a short flight was $12.50 (decreasing to $9.00 in 1921), with longer journeys charging an average of 65 cents (55 cents in 1921) per mile.

By 1928, manufacturers built approximately 5,000 new airplanes in the US. Of these, nearly half were open-cockpit biplanes, 85 were closed-cockpit monoplanes, and only 69 were closed-cockpit biplanes. A mere 60 craft of transport size were constructed in that year, and only five seaplanes.

While war surplus trainers went for as little as $300, newer sophisticated craft cost far more. For instance, Florence Harrington (**Arkham Airfield**, OS118), owns an ex-military Curtiss JN "Jenny," a two-seater biplane with a 90 hp engine (cruising speed of 60 mph/97 km/h), costing $1,500 (a bargain price). In 1928, she sells the Jennie and purchases a 1925 Travel Air three-seater biplane with the original 90 hp engine (cruising speed of 100 mph/161 km/h), costing $3,000 new. If fitted with the newer 200 hp Wright engine (cruising speed of 125 mph/201 km/h), the price would have leapt to $9,000.

A typical airplane is capable of cruising at speeds of 70 to 100 mph (113 to 161 km/h; MOV 14), with a range of 250-400 miles. Airplanes can be custom fitted with larger, more powerful engines and additional fuel tanks for extended cruising range. Such items add weight, lowering passenger/cargo capacity and changing flight characteristics.

Strangeness

Around the turn of the century, a laborer drowned in the pond and his corpse was later retrieved by Dr. Herbert West for use as a test subject in his foul experiments. See Lovecraft's "Herbert West—Reanimator."

One morsel of gossip focuses on Goody Fowler's visits to the pond and claims she consorted with the toads and bullfrogs, commanding them to do her bidding and act as spies. Given Fowler's fame for potion-making, perhaps the water here provided more than just a mundane ingredient for her brews.

Chapter 5

Appendices

Appendix A:

Arkham Names & Chronology

As Keepers create new characters for Arkham, bear in mind that a visitor or immigrant's name might be almost anything, but that an Arkham native would likely bear one of a limited number of family names. The following table provides a range of Arkham names to choose or randomly roll.

Choose or roll 1D10:

- **1–5:** Table 1
- **6–10:** Table 2

Table 1: (choose or roll 1D100)

1	Abbott	**21**	Bradbury	**41**	Crane	**61**	Fenton	**81**	Hathorne
2	Alexander	**22**	Brewster	**42**	Crawford	**62**	Field	**82**	Hawkins
3	Allen	**23**	Briden	**43**	Crowninshield	**63**	Fowler	**83**	Hetfield
4	Angell	**24**	Brown	**44**	Curwen	**64**	Frye	**84**	Hill
5	Arnold	**25**	Burroughs	**45**	Cushing	**65**	Fuller	**85**	Holt
6	Arthur	**26**	Cabot	**46**	Cutler	**66**	Gammell	**86**	Hopkins
7	Ashley	**27**	Cahoone	**47**	Dalton	**67**	Garrison	**87**	Hoppin
8	Averill	**28**	Capwell	**48**	Danforth	**68**	Gedney	**88**	Horton
9	Ballard	**29**	Carew	**49**	Davis	**69**	Gerritson	**89**	tHoughton
10	Barnard	**30**	Carrington	**50**	Derby	**70**	Gifford	**90**	Howland
11	Bellingham	**31**	Carter	**51**	Dexter	**71**	Goddard	**91**	Hutchins
12	Bennett	**32**	Catpole	**52**	Dole	**72**	Graves	**92**	Hutchinson
13	Bicknell	**33**	Chaplin	**53**	Dudley	**73**	Greene	**93**	Hyde
14	Birch	**34**	Chase	**54**	Durfee	**74**	Hacket	**94**	Ilsley
15	Bishop	**35**	Checkley	**55**	Dwight	**75**	Halsey	**95**	Ives
16	Bixby	**36**	Clark	**56**	Eliot	**76**	Harding	**96**	Jackson
17	Blithe	**37**	Coffin	**57**	Elton	**77**	Hardwick	**97**	James
18	Borden	**38**	Corey	**58**	Endicott	**78**	Harris	**98**	Jenckes
19	Bosworth	**39**	Cotton	**59**	Farr	**79**	Hart	**99**	Jenkin
20	Bowen	**40**	Cox	**60**	Fenner	**80**	Hartwell	**100**	Jermyn

Table 2: (choose or roll 1D100)

1	Johnston	**21**	Newcomb	**41**	Reid	**61**	Southwick	**81**	Washburne
2	Keezar	**22**	Nichols	**42**	Rice	**62**	Spaulding	**82**	Waters
3	Kent	**23**	Nightingale	**43**	Rider	**63**	Spencer	**83**	Wayland
4	Lawson	**24**	Noyes	**44**	Robbins	**64**	Stafford	**84**	Weaver
5	Leach	**25**	Olne	**45**	Robinson	**65**	Stuart	**85**	Webb
6	Leslie	**26**	Orne	**46**	Rogers	**66**	Sutton	**86**	Weeden
7	Liddeason	**27**	Osborne	**47**	Ropes	**67**	Talbot	**87**	Wellman
8	Lillibridge	**28**	Osgood	**48**	Rowlandson	**68**	Thornton	**88**	West
9	Low	**29**	Parker	**49**	Russel	**69**	Throckmorton	**89**	Whaley
10	Lyman	**30**	Parsons	**50**	Saltonstall	**70**	Thurber	**90**	Whateley
11	Manning	**31**	Peck	**51**	Sargent	**71**	Thurston	**91**	Wheeler
12	Marsh	**32**	Peters	**52**	Sawyer	**72**	Tillinghast	**92**	Whipple
13	Martin	**33**	Phillips	**53**	Seaton	**73**	Tilton	**93**	White
14	Mason	**34**	Pickering	**54**	Sewall	**74**	Tobey	**94**	Whitefield
15	Mather	**35**	Pickman	**55**	Shepley	**75**	Updike	**95**	Whitmarsh
16	Mathewson	**36**	Pierce	**56**	Slocum	**76**	Wade	**96**	Wilcox
17	Merriam	**37**	Potter	**57**	Smith	**77**	Waite	**97**	Willett
18	Merritt	**38**	Putnam	**58**	Snow	**78**	Wanton	**98**	Williams
19	Monroe	**39**	Randall	**59**	Soames	**79**	Ward	**99**	Winthrop
20	Mowry	**40**	Randolph	**60**	Somerby	**80**	Warren	**100**	Wyman

Lovecraftian Chronology

The following is a chronology of events in or near Essex County drawn from Lovecraft's and others' fiction. Certain notes may differ here from the information in Chapter 4 or elsewhere in this book.

1643: Innsmouth founded.

1692: Whateley and Bishop families come to Dunwich from Salem.

1747: Reverend Abijah Hoadley, newly come to the Congregational pulpit in Dunwich village, preaches against the well-known rumblings in the surrounding hills, claiming them to be the work of the devil. Soon after delivering the sermon, Hoadley disappears.

1846: Marsh is followed out to Devil Reef one night and, along with 32 others, is arrested and jailed. Shortly after this, Marsh escapes jail and half the town is wiped out by "epidemic and riot."

1846: Captain Obed Marsh takes a second wife; no one in Innsmouth ever sees her.

1863: Federal conscription agents visit Innsmouth after this date, but take no action.

1882: A meteorite falls on Nahum Gardner's farm west of Arkham; news reaches Arkham the next morning. Three university professors visit the site and then return the next day when their first specimen fades away when placed inside a glass beaker.

1883: Vegetation around the Gardner farm grows noticeably large. University professors again visit and dismiss the phenomenon as unimportant.

1890: Lavinia Whateley's mother disappears under strange circumstances.

1905: Typhoid strikes Arkham, killing many. At the height of the epidemic, a murderer strikes, killing 15 people before capture by police; he bears an uncanny resemblance to Dr. Allan Halsey, former dean of the School of Medicine at Miskatonic University and a recent typhoid victim.

1908 (May 14): Prof. Nathaniel Wingate Peaslee collapses while conducting a class at Miskatonic University and suffers through many years of amnesia.

1912 (April 30): Loud noises in the Dunwich hills reach all the way to Arkham. The sound marks the conception of Wilbur Whateley and of his twin brother. Soon after, Old Whateley renovates the second floor of his house and boards up the windows on that floor.

1913 (February 2): Wilbur Whateley is born in Dunwich.

1913 (October 31): A great blaze erupts atop Sentinel Hill, Dunwich.

1915 (April 30): Powerful tremors emanate from Sentinel Hill, felt as far away as Aylesbury. Such tremors occur annually for the next ten years.

1915 (October 31): Powerful rumblings from atop Sentinel Hill accompany bursts of flame on the summit. This occurs annually for the next ten years.

1917: when the Dunwich draft board has trouble filling its quota, several federal inspectors and doctors arrive to investigate. Stories of wholesale "degeneracy" appear in the *Arkham Advertiser*, promoting the area's weirdness to increase circulation. Stories include Wilbur's precociousness, Old Whateley's black magic and his shelves of strange books, the sealed second story of their ancient farmhouse, and the hill noises. A photo shows Wilbur at four and a half years old, although he appears to be fifteen—lips and cheeks fuzzy with a coarse, dark down.

1922 (December): The unnamed protagonist of "The Festival" experiences horror in Kingsport.

1923: A second great siege of carpentry begins in Dunwich as Old Whateley guts the second floor of the house.

1924 (August 1): Wilbur summons Dr. Houghton of Aylesbury to the Whateley house. At 1:00 am Houghton witnesses the death of Old Whateley.

1925: Dr. Henry Armitage of Miskatonic University calls upon Wilbur Whateley at his home in Dunwich. Armitage has corresponded with Whateley for some time.

1926 (October 31): Lavinia Whateley disappears.

1927: Wilbur Whateley moves his library and effects into two sheds and begins new carpentry work on the house, boarding up all the ground floor windows and removing the interior walls.

1927 (July): An outsider's visit to Innsmouth precipitates an investigation by the federal government.

1927 (November): Unprecedented flooding in Vermont washes strange pink bodies down the swollen rivers.

1927 (Winter): Federal officials make a secret and continuing investigation of strange conditions in Innsmouth.

1927 (Winter): Continuing into 1928, Wilbur Whateley visits the Orne Library to copy a formula from the *Necronomicon*. Dr. Armitage refuses his requests to borrow the book.

1928 (January): Walter Gilman experiences bizarre dreams while rooming in Arkham's Witch House.

1928 (February): Federal and state officials make a coordinated series of arrests and raids on Innsmouth, followed by the deliberate burning and dynamiting of several empty buildings along the waterfront. Most people believe the actions relate to whiskey smuggling. A submarine reportedly torpedoes certain portions of Devil Reef, a mile and a half east of Innsmouth.

1928 (May 1): Walter Gilman dies when Keziah Mason's familiar, Brown Jenkin, eats out his heart.

1928 (June): Prof. Wilmarth receives a phonograph recording from Vermont containing the voices of the mi-go.

1928 (August 3): Wilbur Whateley attempts to steal the *Necronomicon* from the Orne Library, but the watchdog kills him.

1928 (September): After nearly a month's work, Dr. Armitage succeeds in translating the first complete passage from Wilbur Whateley's annals and his findings trouble him. Morgan and Rice visit Armitage and he tells them something terrible. They leave pale and shaken.

1928 (September 5): Wilmarth receives a warning from his Vermont correspondent, Akeley. "Look out for yourself too," is part of the message.

1928 (September 9): The Dunwich Horror is spotted for the first time by Luther Brown, a hired boy of George Corey's, who was walking the cows to pasture. Sally Sawyer's son, Chauncey, later discovers that the Whateley house is destroyed, as though it had been exploded from the inside. The first wounded cows, belonging to Seth Bishop, are discovered.

1928 (September 11): The Dunwich Horror attacks Elmer Frye's farm, destroying his barn and three-quarters of his cattle.

1928 (September 13): The Dunwich Horror wipes out the Elmer Frye family at 3:00 am.

1928 (September 13): After a short visit with his "friend" Akeley, Wilmarth escapes the Vermont farmhouse in terror of what he has learned.

1928 (September 14): Armitage, Rice, and Morgan set out for Dunwich by motorcar. They learn of the destruction of the Frye farm and discover that five state police officers are apparently missing. That night, Seth Bishop, Sally Sawyer, and her son Chauncey are all destroyed by the Horror.

1928 (September 15): Armitage, Rice, and Morgan destroy the Dunwich Horror atop Sentinel Hill.

1928 (October 7): While on a visit to Arkham, Randolph Carter mysteriously disappears. His abandoned automobile is discovered parked at the foot of Elm Mountain.

1929: Probable year in which Edward Pickman Derby and Asenath Waite marry and move into Crowninshield Manor.

1930 (September 2): Miskatonic University expedition to the Antarctic, sponsored by the Nathaniel Pickman Derby Foundation, leaves Boston harbor aboard the brig *Arkham* and the barque *Miskatonic*.

1930 (October 20): Miskatonic's expedition reaches the Antarctic Circle.

1931 (January 24): Atwood and Lake fall victim to the horrors in Antarctica.

1931 (March): A gale destroys the roof of Arkham's now-deserted Witch House.

1933: Daniel Upton shoots Edward Pickman Derby dead.

1935: Miskatonic's expedition to the Western Australia desert begins.

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Hotel Miskatonic
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48 Guest Rooms, plus Suites
Restaurant, Ballroom, Coffee Lounge
Opulently refitted throughout
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Appendix B:

Game Aids

This section collects a handful of information together for quick reference by the Keeper. At the end are a range of generic NPCs to use as needed during games.

Weather Generator

While most Keepers can simply choose what the weather is doing on any given day, the following provides a rough source of inspiration, determined by month, with a percentage chance for rainfall, snow, and so on.

	Rainfall	Snowfall	Other
January	30%	80%	Strong winds possible*
February	20%	60%	Strong winds possible*
March	90%	40%	
April	80%	30%	
May	40%	—	
June	50%	—	
July	30%	—	
August	30%	—	
September	30%	—	
October	70%	—	Strong winds possible*
November	50%	10%	Strong winds possible*
December	40%	70%	Strong winds possible*

**Strong winds may include "nor'easters"—sometimes hurricane-force winds, usually accompanied by heavy rain or snow.*

Arkham Hotels: Short Stay Rooms

- **Hotel Miskatonic (634):** from $5 to $30 per night; luxury suites $50 per night.
- **Tilden Arms Hotel (136):** $2.25 per night.
- **Lewiston House Hotel (710):** $1.75 per night.
- **Borden Arms Hotel (130):** 90 cents per night.
- **Young Men's Christian Association (YMCA) (724):** 35 cents per night.
- **Young Women's Christian Association (YWCA) (728):** 30 cents per night.

Table: Arkham Reputations

Record an investigator's current status in the My Story or Personal Description boxes on their Investigator Sheet.

Status	Descriptor	Social Interactions
Celebrated	Well respected; noted for good works in the community; authority figure; somewhat famous.	Two Bonus dice
Distinguished	Seen as doing good; honorable mention in newspaper; local hero.	One Bonus die
Respectable	Average person; undistinguished.	No Bonus or Penalty dice
Shameful	Seen acting suspiciously or oddly; in trouble with police; accused/convicted of crime; bad press; considered a scoundrel.	One Penalty die
Notorious	Known criminal; disreputable; dishonorable; lots of bad press; untrustworthy; considered malicious or plain bad.	Two Penalty dice

APPLYING THE MODIFIERS

When applying a modifier to a social interaction the Keeper should consider the status of the NPC concerned—whether they are "villainous" or "heroic"—as the modifier could change from a bonus to a penalty, and vice versa. For example, a Shameful investigator normally gets a penalty die, but if they were trying to Persuade a local crime boss, the penalty may become a bonus as the investigator is known for being shady, so gains merit with the criminal. Usually, the modifier will remain the same, but the Keeper should consider reversing it when they feel the situation warrants it, as determined by whom the NPC is and their view of the investigator.

STATUS CHECK (LUCK ROLL)

- **Acting positively & Luck roll successful:** people saw the investigator's actions and are talking about their notable behavior; status moves to/remains at Distinguished.
- **Acting positively & Luck roll failed:** no one saw the investigator or, at least, no one has gossiped about it; no change to status/status returns to Respectable.
- **Acting negatively & Luck roll successful:** no one saw the investigator's antics or, at least, no one has gossiped about it; no change to status/status returns to Respectable.
- **Acting negatively & Luck roll failed:** "someone" saw the investigator's antics and gossip has begun to spread; status moves to/remains at Shameful.

Coven Rites

Each year, Arkham coven meets on the following eight dates (*indicates a "greater ritual").

- February 2* (Candlemas)—Meadow Hill.
- March 20 (vernal equinox).
- April 31* (Beltane eve)—Meadow Hill.
- June 21 (summer solstice).
- August 1* (Lammas)—Meadow Hill.
- September 23 (autumnal equinox).
- November 1* (Hallowtide, day after Samhain/Halloween)—Meadow Hill.
- December 22 (winter solstice).

Miskatonic Area Travel Distances

Distances in miles (m) and kilometers (km), rounded/down to nearest whole number.

Distances are, roughly, as the crow files and account for the geography of the land circa 1920s. Allow for a variance of plus/minus 2 to 10 miles, depending on geography and road conditions.

1920s average automobile speed (taking into account engine, tires, and road conditions) is 15 to 20 mph. Faster is possible, although prolonged high speed risks overly taxing the engine and may require a Drive Auto or Luck roll.

	ARKHAM	AYLESBURY	BASS RIDGE	BOLTON	BOSTON	DANVERS	DEAN'S CORNERS	DUNWICH	ESSEX	FOXFIELD	GLOUCESTER	INNSMOUTH	IPSWICH	KINGSPORT	MANCHESTER	MARBLEHEAD	MARTIN'S BEACH	MAYOTTEVILLE	NEWBURYPORT	ROCKPORT	ROSS'S CORNERS	SALEM	WORCESTER
ARKHAM																							
AYLESBURY	85 m (137 km)																						
BASS RIDGE	12 m (19 km)	86 m (138 km)																					
BOLTON	4 m (6 km)	83 m (134 km)	7 m (11 km)																				
BOSTON	23 m (37 km)	77 m (124 km)	33 m (53 km)	23 m (37 km)																			
DANVERS	6 m (10 km)	80 m (129 km)	15 m (24 km)	7 m (11 km)	20 m (32 km)																		
DEAN'S CORNERS	50 m (80 km)	35 m (56 km)	60 m (97 km)	48 m (77 km)	43 m (69 km)	44 m (71 km)																	
DUNWICH	54 m (87 km)	31 m (50 km)	65 m (105 km)	53 m (85 km)	48 m (77 km)	49 m (79 km)	5 m (8 km)																
ESSEX	6 m (10 km)	87 m (140 km)	9 m (14 km)	20 m (32 km)	27 m (43 km)	9 m (14 km)	52 m (84 km)	55 m (89 km)															
FOXFIELD	19 m (31 km)	66 m (106 km)	26 m (42 km)	18 m (29 km)	20 m (32 km)	14 m (23 km)	31 m (50 km)	35 m (56 km)	21 m (34 km)														
GLOUCESTER	11 m (18 km)	93 m (150 km)	17 m (27 km)	12 m (19 km)	33 m (53 km)	14 m (23 km)	58 m (93 km)	61 m (98 km)	7 m (11 km)	28 m (45 km)													
INNSMOUTH	11 m (18 km)	86 m (138 km)	1 m (1.6 km)	6 m (10 km)	33 m (53 km)	14 m (23 km)	51 m (82 km)	55 m (89 km)	6 m (10 km)	21 m (34 km)	13 m (21 km)												
IPSWICH	6 m (10 km)	83 m (134 km)	4 m (6 km)	2 m (3 km)	29 m (47 km)	9 m (14 km)	48 m (77 km)	50 m (80 km)	4 m (6 km)	18 m (29 km)	12 m (19 km)	4 m (6 km)											
KINGSPORT	3 m (5 km)	85 m (137 km)	15 m (24 km)	7 m (11 km)	24 m (39 km)	6 m (10 km)	50 m (80 km)	51 m (82 km)	6 m (10 km)	20 m (32 km)	9 m (14 km)	12 m (19 km)	9 m (14 km)										
MANCHESTER	3 m (5 km)	88 m (142 km)	14 m (23 km)	6 m (10 km)	26 m (42 km)	8 m (13 km)	53 m (85 km)	54 m (87 km)	4 m (6 km)	22 m (35 km)	6 m (10 km)	11 m (18 km)	8 m (13 km)	3 m (5 km)									
MARBLEHEAD	10 m (16 km)	110 m (177 km)	20 m (32 km)	13 m (21 km)	17 m (27 km)	8 m (13 km)	49 m (79 km)	51 m (82 km)	16 m (26 km)	20 m (32 km)	17 m (27 km)	19 m (31 km)	15 m (24 km)	9 m (14 km)	11 m (18 km)								
MARTIN'S BEACH	3 m (5 km)	87 m (140 km)	15 m (24 km)	6 m (10 km)	25 m (40 km)	8 m (13 km)	52 m (84 km)	53 m (85 km)	5 m (8 km)	22 m (35 km)	7 m (11 km)	11 m (18 km)	9 m (14 km)	3 m (5 km)	1 m (1.6 km)	11 m (18 km)							
MAYOTTEVILLE	4 m (6 km)	82 m (132 km)	8 m (13 km)	1 m (1.6 km)	26 m (42 km)	6 m (10 km)	47 m (76 km)	49 m (79 km)	4 m (6 km)	17 m (27 km)	11 m (18 km)	7 m (11 km)	3 m (5 km)	6 m (10 km)	7 m (11 km)	11 m (18 km)	7 m (11 km)						
NEWBURYPORT	15 m (24 km)	82 m (132 km)	15 m (24 km)	12 m (19 km)	37 m (60 km)	17 m (27 km)	48 m (77 km)	49 m (79 km)	14 m (23 km)	20 m (32 km)	21 m (34 km)	13 m (21 km)	10 m (16 km)	19 m (31 km)	18 m (29 km)	24 m (39 km)	19 m (31 km)	12 m (19 km)					
ROCKPORT	15 m (24 km)	95 m (153 km)	20 m (32 km)	16 m (26 km)	37 m (60 km)	21 m (34 km)	61 m (98 km)	61 m (98 km)	10 m (16 km)	31 m (50 km)	4 m (6 km)	17 m (27 km)	14 m (23 km)	13 m (21 km)	10 m (16 km)	21 m (34 km)	12 m (19 km)	15 m (24 km)	25 m (40 km)				
ROSS'S CORNERS	3 m (5 km)	82 m (132 km)	10 m (16 km)	3 m (5 km)	24 m (39 km)	4 m (6 km)	47 m (76 km)	48 m (77 km)	5 m (8 km)	16m (26 km)	12 m (19 km)	8 m (13 km)	5 m (8 km)	5 m (8 km)	6 m (10 km)	10 m (16 km)	6 m (10 km)	2 m (3 km)	15 m (24 km)	15 m (24 km)			
SALEM	7 m (11 km)	82 m (132 km)	17 m (27 km)	9 m (14 km)	16 m (26 km)	5 m (8 km)	47 m (76 km)	48 m (77 km)	11 m (18 km)	18 m (29 km)	14 m (23 km)	14 m (23 km)	11 m (18 km)	5 m (8 km)	9 m (14 km)	3 m (5 km)	7 m (11 km)	8 m (13 km)	21 m (34 km)	18 m (29 km)	6 m (10 km)		
WORCESTER	55 m (89 km)	47 m (76 km)	70 m (113 km)	55 m (89 km)	38 m (61 km)	49 m (79 km)	28 m (45 km)	29 m (47 km)	58 m (93 km)	40 m (64 km)	63 m (101 km)	60 m (97 km)	57 m (92 km)	54 m (87 km)	58 m (93 km)	51 m (82 km)	58 m (93 km)	56 m (90 km)	62 m (100 km)	68 m (109 km)	54 m (87 km)	51 m (82 km)	

Generic NPCs

Bartender

STR	60	**APP**	55
CON	60	**POW**	50
SIZ	60	**EDU**	60
DEX	60	**SAN**	50
INT	65		

HP	12
DB	0
Build	0
Move	8
MP	10

Skills

Charm 50%, Credit Rating 26%, Drive Auto 40%, Fast Talk 50%, First Aid 35%, Listen 60%, Navigate (Arkham) 55%, Psychology 65%, Spot Hidden 50%, Stealth 40%, Throw 55%.

COMBAT

QUALITY	*%*	*DAMAGE*
Brawl	40% (20/8)	+1D3 or small club 1D6
Dodge	30% (15/6)	+1D4+2

Businessperson

STR	40	**APP**	45
CON	55	**POW**	45
SIZ	55	**EDU**	70
DEX	50	**SAN**	45
INT	70		

HP	11
DB	0
Build	0
Move	7
MP	9

Skills

Accounting 40%, Climb 35%, Credit Rating 39%, Drive Auto 35%, Listen 40%, Navigate (Arkham) 50%, Persuade 45%, Psychology 40%, Spot Hidden 40%, Stealth 40%, Throw 35%.

COMBAT

QUALITY	*%*	*DAMAGE*
Brawl	30% (15/6)	+1D3
Dodge	25% (12/5)	+1D4+2

Criminal, Low-End

STR	50	**APP**	50
CON	50	**POW**	60
SIZ	45	**EDU**	45
DEX	70	**SAN**	60
INT	70		

HP	9
DB	0
Build	0
Move	9
MP	12

Skills

Climb 70%, Credit Rating 31%, Drive Auto 40%, Fast Talk 60%, Jump 50%, Listen 65%, Locksmith 65%, Mechanical Repair 50%, Navigate (Arkham) 45%, Psychology 50%, Sleight of Hand 60%, Spot Hidden 55%, Stealth 80%, Throw 60%.

COMBAT

QUALITY	*%*	*DAMAGE*
Brawl	65% (32/13)	+1D3 or knife club 1D4+2
.32 revolver	35% (17/7)	+1D8
Dodge	40% (20/8)	

Criminal, Mobster

STR	65	**APP**	65
CON	60	**POW**	70
SIZ	65	**EDU**	45
DEX	60	**SAN**	70
INT	60		

HP	12
DB	+1D4
Build	1
Move	8
MP	14

Skills

Appraise (Alcohol) 70%, Charm 40%, Climb 35%, Credit Rating 40%, Drive Auto 60%, Intimidate 70%, Listen 49%, Navigate (Arkham) 55%, Psychology 30%, Spot Hidden 40%, Stealth 60%, Throw 50%.

COMBAT

QUALITY	*%*	*DAMAGE*
Brawl	70% (35/14)	+1D3+1D4 or knife 1D4+2+1D4
.38 revolver	35% (17/7)	+1D10
Thompson SMG	20% (10/4)	+1D10+2
Dodge	30% (15/6)	

Doctor

STR	40	**APP**	50
CON	55	**POW**	75
SIZ	55	**EDU**	85
DEX	55	**SAN**	75
INT	80		

HP	11
DB	0
Build	0
Move	8
MP	15

Skills

Climb 45%, Credit Rating 53%, Drive Auto 30%, First Aid 70%, Listen 35%, Medicine 65%, Navigate (Arkham) 35%, Persuade 45%, Psychology 55%, Science (Biology) 55%, (Pharmacy) 60%, Spot Hidden 45%, Stealth 30%, Throw 25%.

COMBAT

QUALITY	*%*	*DAMAGE*
Brawl	25% (12/5)	+1D3
Dodge	27% (13/5)	

Farmer

STR	80	**APP**	50
CON	75	**POW**	70
SIZ	65	**EDU**	45
DEX	50	**SAN**	70
INT	65		

HP	14
DB	+1D4
Build	1
Move	8
MP	14

Skills

Animal Handling 70%, Climb 55%, Credit Rating 54%, Drive Auto 35%, Listen 35%, Mechanical Repair 45%, Natural World 80%, Navigate (Arkham) 30%, Operate Heavy Machinery 55%, Psychology 20%, Ride 65%, Stealth 40%, Throw 70%.

COMBAT

QUALITY	*%*	*DAMAGE*
Brawl	50% (25/5)	+1D3+1D4
Axe	50% (25/5)	+1D8+2+1D4
12-g shotgun (2B)	45% (22/9)	+4D6/2D6/1D6
Dodge	35% (17/7)	

Flapper

STR	40	**APP**	70
CON	65	**POW**	50
SIZ	45	**EDU**	65
DEX	80	**SAN**	50
INT	70		

HP	11
DB	0
Build	0
Move	8
MP	10

Skills

Charm 70%, Climb 35%, Credit Rating 38%, Drive Auto 35%, Fast Talk 55%, Jump 45%, Listen 50%, Navigate (Arkham) 40%, Psychology 40%, Spot Hidden 50%, Stealth 50%, Throw 30%.

COMBAT

QUALITY	*%*	*DAMAGE*
Brawl	35% (17/7)	+1D3
Dodge	40% (20/8)	

Handyman/Superintendent

STR	65	**APP**	50
CON	55	**POW**	65
SIZ	70	**EDU**	45
DEX	50	**SAN**	65
INT	60		

HP	12
DB	+1D4
Build	1
Move	7
MP	13

Skills

Climb 70%, Credit Rating 27%, Drive Auto 40%, Electrical Repair 35%, Fast Talk 60%, Jump 40%, Listen 30%, Mechanical Repair 55%, Navigate (Arkham) 45%, Psychology 25%, Spot Hidden 65%, Stealth 60%, Throw 50%.

COMBAT

QUALITY	*%*	*DAMAGE*
Brawl	60% (30/12)	+1D3+1D4 or small club 1D6+1D4
Dodge	25% (12/5)	

Hotel Staff

STR	45	**APP**	60
CON	60	**POW**	50
SIZ	75	**EDU**	65
DEX	65	**SAN**	50
INT	65		

HP	13
DB	0
Build	0
Move	7
MP	10

Skills

Art/Craft (Acting) 65%, Charm 65%, Credit Rating 24%, Language (choose) 40%, Listen 45%, Navigate (Arkham) 60%, Persuade 60%, Psychology 70%, Spot Hidden 60%, Stealth 55%, Throw 40%.

COMBAT

QUALITY	*%*	*DAMAGE*
Brawl	15% (12/5)	+1D3
Dodge	40% (20/8)	

Librarian

STR	50	**APP**	55
CON	55	**POW**	60
SIZ	55	**EDU**	70
DEX	65	**SAN**	60
INT	80		

HP	11
DB	0
Build	0
Move	8
MP	12

Skills

Accounting 55%, Climb 35%, Credit Rating 32%, Listen 35%, Navigate (Arkham) 40%, Psychology 35%, Spot Hidden 70%, Stealth 80%, Throw 25%; choose two specializations (e.g., History, Language, Occult, Science, etc.) both at 70%.

COMBAT

QUALITY	*%*	*DAMAGE*
Brawl	25% (12/5)	+1D3
Dodge	32% (16/6)	

Mechanic

STR	80	**APP**	45
CON	80	**POW**	70
SIZ	70	**EDU**	65
DEX	55	**SAN**	70
INT	70		

HP	15
DB	+1D4
Build	1
Move	8
MP	14

Skills

Climb 60%, Credit Rating 36%, Drive Auto 40%, Electrical Repair 65%, Fast Talk 60%, Listen 50%, Mechanical Repair 85%, Navigate (Arkham) 30%, Operate Heavy Machinery 70%, Persuade 45%, Psychology 20%, Science (Engineering) 60%, Spot Hidden 65%, Stealth 40%, Throw 70%.

COMBAT

QUALITY	*%*	*DAMAGE*
Brawl	65% (30/12)	+1D3+1D4 or large wrench 1D8+1D4
Dodge	30% (15/6)	

Mortuary Attendant

STR	60	**APP**	55
CON	50	**POW**	80
SIZ	50	**EDU**	55
DEX	70	**SAN**	80
INT	65		

HP	10
DB	0
Build	0
Move	9
MP	16

Skills

Charm 40%, Credit Rating 25%, Drive Auto 40%, Fast Talk 60%, Law 15%, Listen 35%, Mechanical Repair 35%, Navigate (Arkham) 45%, Occult 25%, Psychology 20%, Spot Hidden 65%, Science (Biology) 50%, Stealth 60%, Throw 35%.

COMBAT

QUALITY	*%*	*DAMAGE*
Brawl	40% (20/8)	+1D3
Dodge	35% (17/7)	

Police, Patrol Officer

STR	75	**APP**	55
CON	75	**POW**	65
SIZ	75	**EDU**	55
DEX	50	**SAN**	65
INT	55		

HP	15
DB	+1D4
Build	1
Move	8
MP	13

Skills

Climb 55%, Credit Rating 30%, Drive Auto/Motorcycle 60%, First Aid 40%, Intimidate 40%, Jump 45%, Law 25%, Listen 45%, Navigate (Arkham) 60%, Persuade 30%, Psychology 35%, Ride 40%, Spot Hidden 35%, Stealth 35%, Throw 40%.

COMBAT

QUALITY	*%*	*DAMAGE*
Brawl	65% (32/13)	+1D3+1D4 or nightstick 1D6+1D4
.38 revolver	45% (22/9)	+1D10
Dodge	25% (12/5)	

ARKHAM, MA.
ESSEX
COUNTY
POLICE

Police, Sergeant

STR	80	**APP**	60
CON	70	**POW**	75
SIZ	80	**EDU**	60
DEX	55	**SAN**	75
INT	60		

HP	15
DB	+1D4
Build	1
Move	8
MP	15

Skills

Climb 55%, Credit Rating 35%, Drive Auto 45%, First Aid 50%, Intimidate 50%, Law 30%, Listen 50%, Navigate (Arkham) 65%, Persuade 40%, Psychology 45%, Ride 40%, Spot Hidden 40%, Stealth 45%.

COMBAT

QUALITY	*%*	*DAMAGE*
Brawl	75% (37/15)	+1D3+1D4 or nightstick 1D6+1D4
.38 revolver	45% (22/9)	+1D10
Dodge	35% (17/7)	

Priest

STR	50	**APP**	70
CON	55	**POW**	70
SIZ	60	**EDU**	65
DEX	45	**SAN**	70
INT	70		

HP	11
DB	0
Build	0
Move	7
MP	14

Skills

Art/Craft (Sermons) 70%, Charm 45%, Credit Rating 37%, First Aid 50%, Listen 40%, Religion 60%, Natural World 50%, Navigate (Arkham) 35%, Occult 20%, Persuade 50%, Psychology 55%, Spot Hidden 30%, Stealth 35%.

COMBAT

QUALITY	*%*	*DAMAGE*
Brawl	25% (12/5)	+1D3
Dodge	22% (11/4)	

Professor

STR	35	**APP**	55
CON	55	**POW**	55
SIZ	55	**EDU**	85
DEX	60	**SAN**	55
INT	85		

HP	11
DB	0
Build	0
Move	8
MP	12

Skills

Climb 40%, Credit Rating 42%, Drive Auto 30%, Library Use 55%, Listen 35%, Navigate (Arkham) 20%, Psychology 40%, Spot Hidden 40%, Stealth 40%, Throw 30%; choose two specializations (e.g., Anthropology, History, Language, Science, etc.) both at 75%.

COMBAT

QUALITY	*%*	*DAMAGE*
Brawl	30% (15/6)	+1D3
Dodge	30% (15/6)	

Ruffian

STR	75	**APP**	55
CON	75	**POW**	70
SIZ	80	**EDU**	40
DEX	40	**SAN**	70
INT	50		

HP	15
DB	+1D4
Build	1
Move	7
MP	14

Skills

Climb 70%, Credit Rating 10%, Fast Talk 55%, Intimidate 65%, Jump 50%, Listen 35%, Navigate (Arkham) 40%, Psychology 35%, Spot Hidden 40%, Stealth 75%, Throw 35%.

COMBAT

QUALITY	*%*	*DAMAGE*
Brawl	55% (27/11)	+1D3+1D4 or knife 1D4+2+1D4
Dodge	20% (10/4)	

Shop Assistant

STR	40	**APP**	55
CON	60	**POW**	50
SIZ	55	**EDU**	55
DEX	55	**SAN**	50
INT	65		

HP	11
DB	0
Build	0
Move	8
MP	10

Skills

Accounting 20%, Charm 40%, Climb 30%, Credit Rating 19%, Fast Talk 45%, Listen 45%, Navigate (Arkham) 40%, Psychology 40%, Spot Hidden 35%, Stealth 40%, Throw 30%.

COMBAT

QUALITY	*%*	*DAMAGE*
Brawl	30% (15/6)	+1D3
Dodge	27% (13/5)	

Student

STR	60	**APP**	65
CON	70	**POW**	65
SIZ	55	**EDU**	80
DEX	70	**SAN**	65
INT	75		

HP	12
DB	0
Build	0
Move	9
MP	13

Skills

Charm 35%, Climb 40%, Credit Rating 48%, Listen 40%, Navigate (Arkham) 25%, Psychology 30%, Spot Hidden 40%, Stealth 50%, Throw 35%; choose two specializations (e.g., Anthropology, History, Language, Science, etc.) both at 65%.

COMBAT

QUALITY	*%*	*DAMAGE*
Brawl	40% (20/8)	+1D3
Dodge	40% (20/8)	

Taxicab Driver

STR	35	**APP**	45
CON	50	**POW**	55
SIZ	50	**EDU**	50
DEX	60	**SAN**	55
INT	60		

HP	10
DB	0
Build	0
Move	8
MP	11

Skills

Credit Rating 26%, Drive Auto 70%, Fast Talk 70%, Listen 65%, Mechanical Repair 40%, Navigate (Arkham) 80%, Psychology 65%, Spot Hidden 55%, Stealth 35%.

COMBAT

QUALITY	*%*	*DAMAGE*
Brawl	45% (22/9)	+1D3
Dodge	30% (15/6)	

Teacher

STR	50	**APP**	55
CON	55	**POW**	65
SIZ	70	**EDU**	75
DEX	50	**SAN**	65
INT	70		

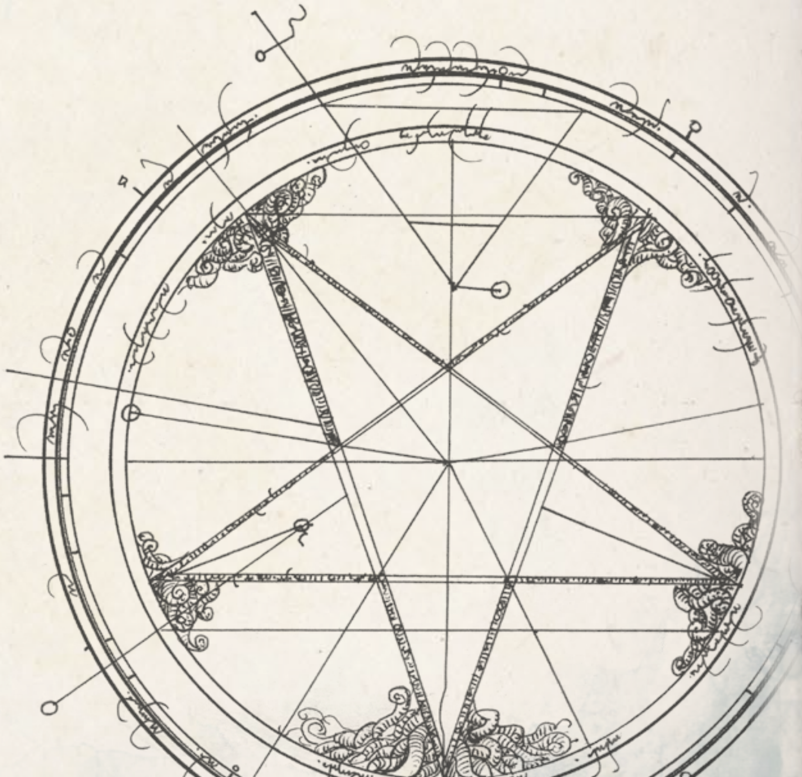
HP	12
DB	0
Build	0
Move	7
MP	13

Skills

Credit Rating 28%, Listen 45%, Navigate (Arkham) 30%, Psychology 40%, Spot Hidden 60%, Stealth 40%, Throw 60%; choose two specialisms (e.g., History, Language, Science, etc.) both at 65%.

COMBAT

QUALITY	*%*	*DAMAGE*
Brawl	30% (15/6)	+1D3
Dodge	40% (20/8)	



Appendix C:

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Other Resources

While Chaosium is in the process of updating and further developing the Arkham Unveiled line of setting books concerning the Miskatonic Valley, these earlier editions may prove useful in the interim before the new editions become available.

- *Escape from Innsmouth*, Kevin Ross, Keith Herber, and others; Chaosium (1st ed. 2338), 1992; (2nd ed. 2371), 1997.
- *Kingsport: The City in the Mists*, Kevin Ross, Keith Herber, and others; Chaosium (1st ed. 2333), 1991; (2nd ed. 8804), 2003.
- *Miskatonic University: The University Guidebook*, Sandy Antunes; Chaosium (2352), 1995; new version published as *Miskatonic University*, Sam Johnson with Sandy Antunes and others, (2389), 2005.
- *Return to Dunwich*, Keith Herber and others; Chaosium (1st ed. 2330), 1991; republished as *Dunwich: Return to the Forgotten Village*, (2nd ed. 8802), 2002.

Likewise, these Chaosium scenario collections contain adventures set in the Miskatonic Valley—note that some have or are in the process of redevelopment and being updated to be part of the Arkham Unveiled line of books.

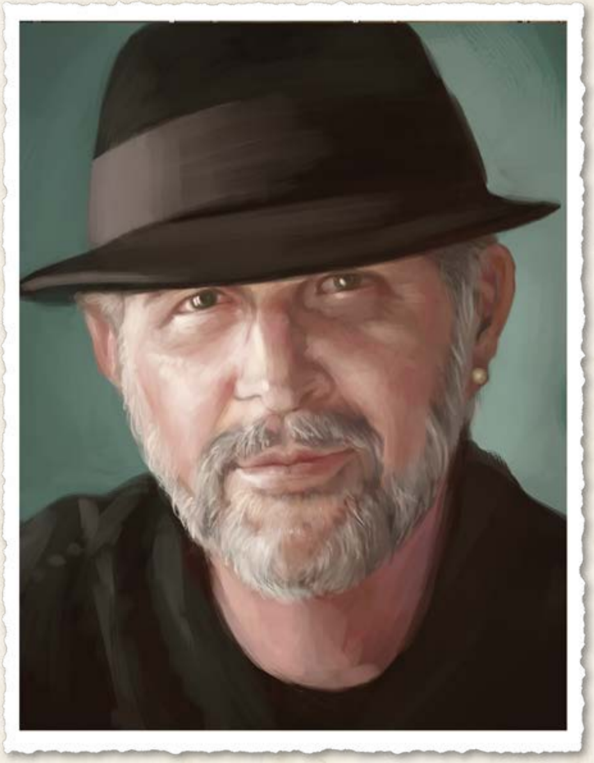
- *Tales of the Miskatonic Valley*, various hands; Chaosium (2334), 1991.
- *Adventures in Arkham County*, various hands; Chaosium (2342), 1993.
- *Before the Fall*, various hands; Chaosium (2377), 1998.
- *Dead Reckonings*, various hands; Chaosium (2373), 1998.
- *Arkham Now*, Brian Courtemanche and others; Chaosium (23116), 2009—presenting a modern-day version of Arkham.
- *Canis Mysterium*, Scott Haartman; Chaosium (23124), 2013—set 60 miles west of Arkham.
- *Call of Cthulhu: Keeper Rulebook* (7th ed.); Chaosium (23135), 2015—includes the scenario "Crimson Letters" by Alan Bligh set in Arkham.
- *Call of Cthulhu: Keeper Screen Pack* (7th ed.); Chaosium (23137), 2015—includes two scenarios, "Blackwater Creek" and "Missed Dues," both set in or near to Arkham.

Chaosium *Call of Cthulhu* Licensees

The following books produced under Chaosium license contain material specifically set in Arkham or the wider Miskatonic Valley.

- *New Tales of the Miskatonic Valley*, Keith Herber and others; Miskatonic River Press, 2008; a second ed. (updated to *Call of Cthulhu* 7th ed.) published by Stygian Fox, 2020.
- *More Adventures in Arkham County*, various hands; Miskatonic River Press, 2010.
- *Miskatonic Country Scenarios: A Keeper's Guide*, Bret Kramer and others; Sentinel Hill Press, 2020—an invaluable resource cataloguing just about every scenario set in the Miskatonic Valley.
- *Arkham Gazette*, ed. Bret Kramer; Sentinel Hill Press—various issues, each focusing on an aspect or location in the Miskatonic Valley.

Biographies



Mike Mason

Mike Mason is an award-winning game writer and the creative director at Chaosium for the *Call of Cthulhu* roleplaying game. Mike is the co-writer of the current edition of the *Call of Cthulhu* roleplaying game (7th edition), *Pulp Cthulhu*, and the lead writer/designer of the *Call of Cthulhu Starter Set*, *Malleus Monstrorum* (2nd edition), and the revised *Masks of Nyarlathotep*. Traces of Mike's tentacles can be found in every book in the line.

Around the millennium, Mike published The Whisperer, a fanzine devoted to *Call of Cthulhu*, and ran the Kult of Keepers, a group of *Call of Cthulhu* scenario writers organizing convention games. Mike previously worked for Games Workshop as the Line Manager and co-writer of the ENNIE Award winning *Warhammer 40,000 RPG: Dark Heresy,* as well as working on *Warhammer Fantasy Roleplay*. Mike lives in the Midlands of England, betwixt the rolling Derbyshire Peaks and the Satanic Mills of Nottinghamshire, with a grumpy cat called Stripey.

Keith Herber

Keith "Doc" Herber (1949–2009) was an author, editor, and musician, heralding from Detroit, Michigan. Keith was the *Call of Cthulhu* line editor at Chaosium in the late 80s to early 90s and worked on the fifth edition of the game and numerous supplements. Notable works include *The Fungi from Yuggoth* (1984), *Trail of Tsathoggua* (1984), *Spawn of Azathoth* (1986), and *Keeper's Compendium* (1993). Perhaps his most-loved work was the creation of the "Lovecraft Country" line of setting books for *Call of Cthulhu*, beginning with *Arkham Unveiled* (1990). He also helped launch Chaosium's well-loved "Cycle" fiction line. His scenario, "Edge of Darkness" remains one of the prime introductory scenarios for the game and is currently available in the *Call of Cthulhu Starter Set*.

Keith also worked on books for White Wolf's *Vampire: The Masquerade line*, including *Prince of the City* (1995) and *Dark Prince* (1994), as well as fiction novels and the *Tremere Clanbook* (1994). He later returned to *Call of Cthulhu* in the late 2000s, starting up Miskatonic River Press to publish new *Call of Cthulhu* scenarios under license, releasing *New Tales of the Miskatonic Valley* (2008).

"Doc" Herber was also an enthusiastic bass guitarist, playing with rock and blues bands across the United States, such as The Fabulous Thunderbirds and Detroit's Progressive Blues Band.

Keith passed in Lakeland, Florida, 2009, aged 60. His energy and insights are missed.

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1920s ERA INVESTIGATOR

Name__________ Birthplace__________ Pronoun__________

Occupation __________ Residence__________ Age__________

Call of Cthulhu
40th Anniversary
1981 - 2021

CHARACTERISTICS

	Reg	Half	Fifth		Reg	Half	Fifth				
STR				SIZ				Hit Points	Maximum	Current	
CON				POW				Magic Points	Maximum	Current	
DEX				APP				Luck	Starting	Current	
INT IDEA				EDU KNOW				Sanity	Starting	Current	Insane

Max Sanity ☐ Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

SKILLS

Skill	Reg	Half	Fifth
☐ Accounting (05%)			
☐ Anthropology (01%)			
☐ Appraise (05%)			
☐ Archaeology (01%)			
☐ __________ (05%) Art / Craft			
☐ __________			
☐ Charm (15%)			
☐ Climb (20%)			
Credit Rating (00%)			
Cthulhu Mythos (00%)			
☐ Disguise (05%)			
☐ Dodge (half DEX)			
☐ Drive Auto (20%)			
☐ Elec. Repair (10%)			
☐ Fast Talk (05%)			
☐ Fighting (Brawl) (25%)			
☐ __________ Fighting			
☐ __________			
☐ Firearms (Handgun) (20%)			

Skill	Reg	Half	Fifth
☐ Firearms (Rifle/Shotgun) (25%)			
☐ __________ Firearms			
☐ First Aid (30%)			
☐ History (05%)			
☐ Intimidate (15%)			
☐ Jump (20%)			
☐ __________ (01%) Language (Other)			
☐ __________			
☐ __________			
☐ __________ (EDU) Language (Own)			
☐ Law (05%)			
☐ Library Use (20%)			
☐ Listen (20%)			
☐ Locksmith (01%)			
☐ Mech. Repair (10%)			
☐ Medicine (01%)			
☐ Natural World (10%)			
☐ Navigate (10%)			
☐ Occult (05%)			

Skill	Reg	Half	Fifth
☐ Persuade (10%)			
☐ __________ (01%) Pilot			
☐ Psychoanalysis (01%)			
☐ Psychology (10%)			
☐ Ride (05%)			
☐ __________ (01%) Science			
☐ __________			
☐ __________			
☐ Sleight of Hand (10%)			
☐ Spot Hidden (25%)			
☐ Stealth (20%)			
☐ __________ (10%) Survival			
☐ Swim (20%)			
☐ Throw (20%)			
☐ Track (10%)			
☐ __________			
☐ __________			
☐ __________			
☐ __________			

COMBAT

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.
Brawl		1D3 + DB	1	-	-	-

Move ☐

Build ☐

	Reg	Half	Fifth
Dodge			

Damage Bonus ☐

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MY STORY

BACKSTORY

Personal Description

Ideology & Beliefs

Significant People

Meaningful Locations

Treasured Possessions

Traits

Injuries & Scars

Phobias & Manias

Arcane Tomes & Spells

Encounters with Strange Entities

GEAR & POSSESSIONS

WEALTH

Spending Level

Cash

Assets

FELLOW INVESTIGATORS

Char.
Player

Char.
Player

Char.
Player

Char.
Player

Char.
Player

Char.
Player

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Level of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅕ skill	01

Pushing Rolls: must justify reroll;
cannot push combat or Sanity rolls

Wounds & Healing

First Aid heals 1 HP   Medicine heals 1D3 HP
Major Wounds = loss of ≥ ½ max HP in one attack
Reach 0 HP without Major Wound = **Unconscious**
Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine
Natural Heal rate (non Major Wound): recover 1 HP per day
Natural Heal rate (Major Wound): weekly healing roll

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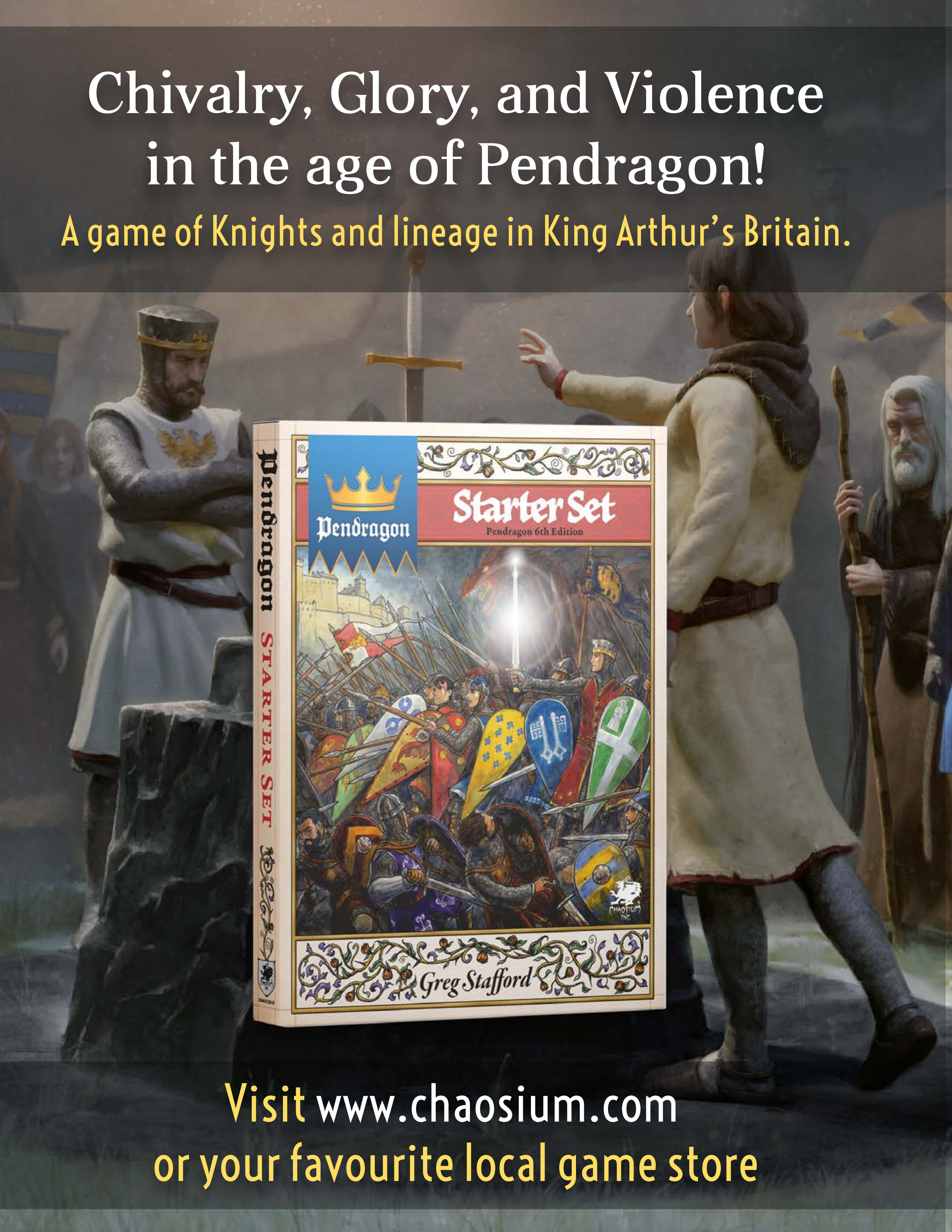
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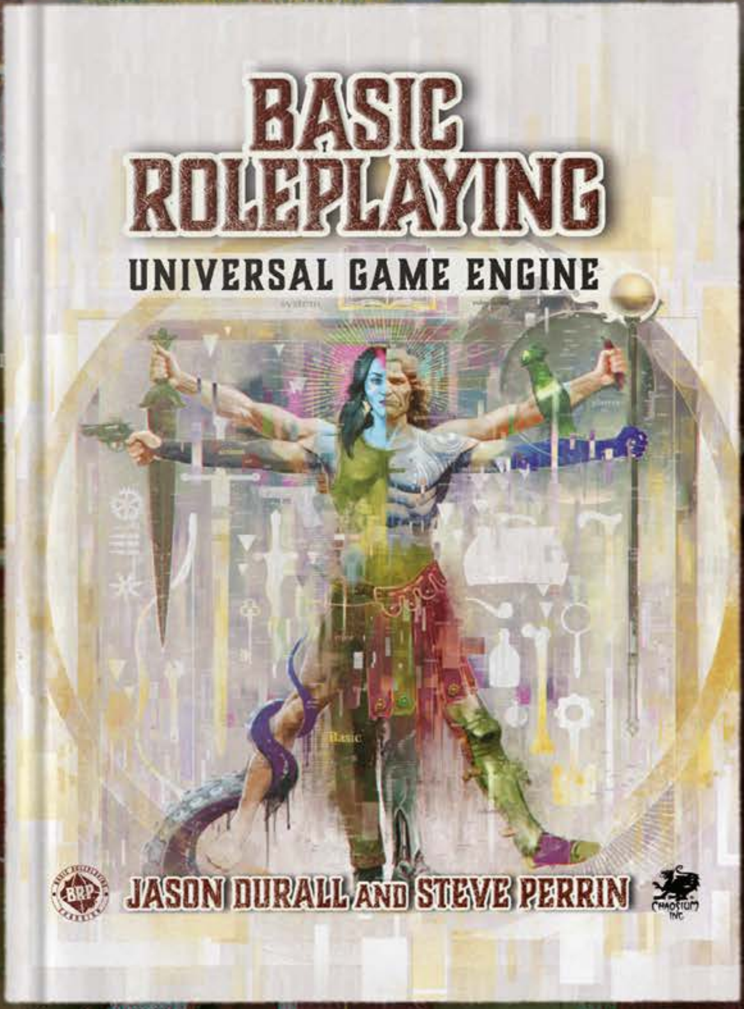
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